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Legion Outpost II

number 4

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An unofficial fan magazine dedicated to the Legion of Super-Heroes™

Legion Outpost II

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July 1995

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References: 60 years of DC Comics,
The Amazing World of DC Comics # 9 (Legion Handbook) by DC Comics,
the Legion of Super-Heroes sourcebooks by Mayfair Games,
The Legion of Super-Heroes Index, volumes 1 through 5, by ICG

A message from the publisher:

Welcome to *Legion Outpost II*, an electronic fan magazine dedicated to DC Comics' ***Legion of Super-Heroes*** and ***Legionnaires***. The original *Legion Outpost* was a popular fanzine published many years ago; this project is an attempt to continue that legacy. *Legion Outpost II* will contain regular features such as Who's Who pages and chronological listings of all appearances of the Legion of Super-Heroes. The real goal, however, is to involve the reader in helping to create the bulk of this magazine through the submission of letters and articles. I'm counting on you to help me publish this 'zine on a regular schedule. Send me your ideas, your letters, corrections ... any information you have which will help me put this all together. Please E-Mail all correspondence to outpost2@InfiniteEarths.org. The reboot of the Legion of Super-Heroes will all but disregard the original history. With *Legion Outpost II*, not only will that history be preserved, but younger fans will discover the same Legion that I fell in love with 20 years ago. Long live the Legion!

Section I - The team behind the team (part one):

Some time ago, I asked Tom McCraw if he and some of the other current Legion creators would write up brief autobiographies for inclusion in this fanzine. I'm delighted to announce that they agreed. Here begins a little glimpse into the lives of some of the people behind the Legion.

TOM McCRAW

NAME: Thomas J. McCraw
CODE NAME: Color Kid
D.O.B.: 06-05-62
EYES: Blue gray
HEIGHT: 5'10"
WEIGHT: 150 lbs.
MARRIED: Kathy Grafe, 05-27-90
PETS: Dachshunds - Garion, Gandalf and Morganna

HOBBIES:

Collecting action figures, Star Wars memorabilia and coins. Reading habits: Not much these days, but I always enjoy a good book or comic whenever I can get hold of one, especially Sci-Fi Fantasy books.

FAVORITE LEGION STORY:

LEGION OF SUPER-HEROES #289 "A Cold and Lonely Corner of Hell"

FAVORITE LEGION CHARACTERS:

TRIAD, INVISIBLE KID and WILDFIRE.

FIRST LEGION STORY:

SUPERBOY AND THE LEGION OF SUPER-HEROES #203
"Massacre by Remote Control"

FIRST COMIC BOOK:

FLASH #220 "The Slowest Man Alive"

FAVORITE COMIC CHARACTERS:

FLASH and all of his Rogue's Gallery, BLACK CANARY, GREEN LANTERN and SANDMAN.

EDUCATION:

For what I do in the comic industry it's mostly self taught. I did do three years at the Joe Kubert School of Cartoon and Graphic Art, Inc. If nothing else, the school taught me the discipline of getting work done to meet deadlines.

CAREER:

LADYBUG CREATIONS
Printing and publication experience.

MC & CO.
Graphics design company. (I think I got hired because of my name)

FABRIGRAPHICS INC.
Children clothing designs. Worked my way up to Asst. Art Director, then left to become a coloring freelancer and I haven't looked back.

I've also had several other jobs while attending school: Data entry, waitering, stock person, light bulb tester, etc.

PROFESSIONAL CAREER:

FIRST COMICS:
Titles: Eric Shanower's Oz book *"The Secret Island of Oz"*, *ELRIC, BADGER, DREADSTAR,* and *EVANGELINE*. I didn't have a great working relationship with this company and was glad to get away before it folded.

COMICO:
Titles: *ELEMENTALS* and *ATOMICLONES*. The second title never saw light of day and gave me my first experience of not getting paid for a job done.

DC COMICS:
Titles: *LEGION OF SUPER-HEROES, LEGIONNAIRES, STAR TREK, DEATHSTROKE, FLASH, IMPULSE, AQUAMAN, SUPERBOY, SUICIDE SQUAD* and too many others to try to remember to name. I've had a very good relationship with DC and hope to never have to leave. Sure, I've had other $ offers to leave and work elsewhere, but I'm not doing this only for the money. It's not everyone that has a job where they can not only work out of their home, but also be very happy with what they're doing.

Section II - Legion spotlight on ... Lightning Lad (part one):

Presented below is an article by AOL member J Scrooge spotlighting one of his favorite Legionnaires ... Garth Ranzz a.k.a. Lightning Lad. I hope this is the first of many such spotlights. Due to its length, this article will be presented in parts.

THE UNLUCKIEST OF THEM ALL - CHAPTER I

by Jeff Duarte

FOREWORD

Real quick, can you name the oldest still-existing super-hero team? OK, it's not that difficult a question, especially since you're reading this article. And for those who don't know, the answer is it's the Legion of Super-Heroes, which was created in April 1958, nearly 37 years ago, and is still around today.

The Legion is known to many fans only as the name of a team. However, Legion represents more than that, because while other teams have come and gone, Legion was able to survive. And it is important to understand why that is. While Legion was a team, a team's strongest asset lies in its membership. And Legion certainly stood out in that aspect because it had a huge amount of members. While most teams were lucky to have six or seven members, Legion has had up to twenty-five (and then there's also the large supporting cast, villains, and an entire galaxy).

For an artist, drawing Legion could be an overwhelming task, while for writers, developing and giving adequate attention to the characters could be a discouraging responsibility. But for the fans, it was a treasure chest. More than any other book, then or now, the Legion offered everyone somebody whom they liked or idolized. And it is my belief that this aspect of the Legion has played a major role in its success. Given the amount of characters available, it is near impossible to not find a character that you would become attached to.

This is where I come into the picture. Although I didn't enter into Legion fandom until the 1980's, I quickly became hooked. While my first Legion issue was *SUPERBOY AND THE LEGION OF SUPER-HEROES #245*, and I read several subsequent issues, I didn't become hooked until *LEGION OF SUPER-HEROES [second series] #266*, and this happened to be at a time in the series when Lightning Lad was leader. And for some reason, whether it was his powers, his personality, or his gorgeous wife, Lightning Lad has been my favorite character ever since.

My goal with this article will be to convey what I find so intriguing about Lightning Lad. That aspiration can only be achieved once Lightning Lad's career has been placed before you. And in my review of Lightning Lad's life, one thing stands out - - whether it was found in the comic itself, or is stated by writers or fans - - this guy is VERY unlucky. What else do you call it when he's lost his arm, "died", been turned into a villain, and had his mind replaced by that of alien. It is around this area of Lightning Lad's life that this biography shall revolve. Well, that's enough discussion. I just hope you enjoy reading this as much as I enjoyed writing it.

[Author's note: I have attempted to ground as much of this narrative as possible with a textual background, however given that some areas have never been delved into by the writers of the Legion, I have been forced to theorize as to what has occurred. When this has been done, I have strived to do so in a logical fashion, but be aware, that my interpretation of what may have occurred may be different than someone else's understanding of the same event.]

INTRODUCTION - - ONE PERSON'S PERSPECTIVE ON A HERO

When referring to whom among the Legionnaires has been the unluckiest or most persecuted, a huge debate would then ensue between Legion fans as to just who that distinction should go to. Many would vote for Mon-El (Valor/Lar Gand), yet while that hero is deserving of this "honor", there is another who fits these characteristics even more closely. Even Mon-El's misery has been surpassed by a member who was one of the Legion's founding members - - Lightning Lad.

Yet, what's the point of all this anyway? Who would want the distinction of the "Unluckiest Legionnaire Alive"? While Lightning Lad may not want this honor, it does go to him and the significance of this award can be seen only once his life has been detailed.

The Legion has always been more than just a group of individuals who work together; it stands for much more than that, and no members are more important than those who founded the team. If Cosmic Boy represents the "soul" of the Legion (see *LEGION OF SUPER-HEROES [fourth series] #1*) and Saturn Girl stands for the intellect of the team, then Lightning Lad symbolizes the courage of the Legion, giving it a vitality which it would otherwise have lacked.

No other Legionnaire's career can compare in presenting the dangers and difficulties that accompany the life of a hero. But even more important than that, Lightning Lad's role as symbolizing the courage of the Legion is evident by the fact that he continued on with his career despite the dangers and threats he has faced, when many others would not have been capable of the same task. Perseverance has always been an important characteristic of the Legion. And by striving to overcome all the odds that were stacked against him, he set an example for his teammates and helped to draw acclaim to the team. And these accomplishments have not been overlooked.

Furthermore, it is also important to remember that there are always two sides to a coin. Thus, in addition to detailing the heroic side of Lightning Lad's career, time must also be given to the private aspect of the hero - - Garth Ranzz (Lightning Lad's alter ego). [While Lightning Lad was introduced in *ADVENTURE COMICS #247*, his real name was not revealed until *ADVENTURE COMICS #329* in a section entitled "Know Your Legionnaires"; unfortunately, because I only have reprints of the early issues of *ADVENTURE COMICS* and not the actual issues, I am unsure if Lightning Lad's real name was revealed in a text section which was unavailable to me]. This facet of Garth's life includes his coming from a dysfunctional family and a planet with a culture atypical in its familial theories. Then there is the problem of carrying on a romance with a teammate. And once that romance blossomed into marriage, along with it came the responsibilities of a family.

An important aspect of the Legion of Super-Heroes was that it evolved to show more than just a super-hero team. And it was with Lightning Lad that fans were finally exposed to the life of a Legionnaire outside the Legion, whether it was displaying him as an inept househusband, a loving father, or as a prosperous businessman.

This article shall go into detail in each of these areas, but this introduction serves as a prelude into the complexities that Garth's life presents.

NUMBER 247 - - INTRO INTO A NEW ERA AND A NEW HERO

I. What great timing.

ADVENTURE COMICS #247 was a momentous moment for DC, for not only was a new super-hero team introduced, but a whole new era had dawned, as fans were shown the future and all of its accompanying characteristics, including heroes from other planets. And the hero who should be thanked for this historic moment is Superman, who himself was from an alien world. After all, Superman's exploits as a teenage Superboy were the inspiration behind the Legion. And it was thanks to that inspiration that a group of heroes was formed and shown to the 20th century.

While this wasn't the Legion's first adventure, it was the first time the team was shown to fans. And within that first issue, Legion fans received their first glimpse of the hero known as Lightning Boy.

II. It's just a name?

Wait a minute, Lightning Boy! Who the heck is that? In response to these questions, just hold your horses. Lightning Boy was the code name by which Lightning Lad was first introduced to Legion fans. Various explanations have been offered for this variant, the most recent of which was offered in *LEGION OF SUPER-HEROES [fourth series] #8* - - R. J. Brande's publicists came up with the name Lightning Boy but Garth rejected it, thus he never used the name. However, one problem with that rendition is that they presented the rejection of the name Lightning Boy during the initial formation of the team. However, in Legion continuity, issue *#247*, which detailed the introduction of Superboy as a member, didn't occur until twelve months after the formation of the team (in comic years) [Author's Note: Legion formed on Jan 6, 2973, but didn't induct Superboy until December 4, 2973.]

A more plausible clarification of this name issue would be that, over time, Garth began to question his use of the name Lightning Lad, maybe in response to fans in the 30th century or maybe because he just wanted a change. By giving the name Lightning Boy a trial run, he could experiment and see what the response would be like. Support for this argument is found by looking at Legion continuity (always a confusing topic). In *ACTION COMICS #267* [in Legion continuity *#267* occurs between July 2973 and August 15, 2973], which occurs before *ADVENTURE COMICS #247*, Garth is referred to as Lightning Lad. This evidence shows that Garth went by the code name Lightning Lad before he used Lightning Boy.

Additionally, *ADVENTURE COMICS #267*, which occurs after *ADVENTURE COMICS #247*, shows Garth being called both Lightning Lad and Lightning Boy. Thus, his use of both code names could have been sowing confusion among his teammates, and could eventually have led to disaster if Garth himself got confused and did not respond to either one. Thus, safety concerns were one factor which necessitated that Garth establish a definite identity.

Furthermore, it is also important to note that Garth was just a teenager at this time and, like any other teenager, would be subject to mood swings on any number of topics. After all, how many other kids were not happy with their given name. And for a hero, the name you are known by is a matter of immense importance, because it is through a hero's code name that he must deal with the publicity and notoriety that comes with being a legion member.

The point of this issue is just to establish that Garth was known as both Lightning Lad and Lightning Boy, before he finally settled on using Lightning Lad, which from my perspective is the better choice. The use of "Boy" in a code name implies an attempt to hold onto childhood, yet by becoming a hero, the person is transcending childhood and becomes something more. Attempting to ignore this choice in current continuity (probably eliminated for simplicity and practicality) is inappropriate from the perspective that it ignores the identity crisis that most adolescents face.

Yet, as a counterpoint, it is also important to note that the use of both code-names was probably just an inadvertent oversight on the part of the writer at the time. The writer probably didn't carefully cross-reference his story with previous stories (but if he had, then it is possible that Garth could have retained the name Lightning Boy). Another reality based explanation is that the author may have felt that the use of "Boy" in the code-name may have been a bit too common and redundant given that Cosmic Boy also used that appellation. That to avoid repetition and to create uniqueness for the character, the author chose Lightning Lad.

III. Enough with the name already; Back to *#247*.

Regardless of the name dispute, *#247* is also important in providing another trivia question. Who was the first Legionnaire introduced to fans? Again, the answer is Garth (Superboy doesn't count because he wasn't yet a Legionnaire).

The first view of Garth came as the Legionnaires had traveled back in time to the 20th century to recruit Superboy to join their club. [Author's note: It is also important to note that the actual names of the Legionnaires weren't revealed in this issue; instead they just went by their code names; and, as was mentioned previously, Lightning Lad's real name was disclosed for the first time in *ADVENTURE COMICS #329*]. In doing so, they caused Superboy some anxiety as they knew his secret identity and he had no idea who they were. Lightning Lad was the first member of the team to be introduced as he said, "Hello there, Superboy" while Superboy was in his Clark Kent disguise. A simple enough beginning to a comics career, but a significant one nonetheless. For this writer, it marked the beginning to a heroic career, one which is deserving of recognition and recordation.

Upon taking Superboy back to the 30th century, he was subjected to an initiation, whereby the heroes deliberately delayed Superboy in a competition to do certain super-deeds. Lightning Lad's powers were demonstrated during this contest, as he was to race Superboy in the deliverance of a warning to a spaceship which was leaking fuel. In giving the warning, Lightning Lad clapped his hands together in producing the letters to form the message. He also clapped his hands together in freeing an invisible eagle to delay Superboy. His explanation of this phenomenon was that his hands were like the positive and negative poles of a battery, with lightning being produced when they were clapped together. Yet, Garth's powers will be a topic of more in-depth discussion at a future point in this analysis.

The introduction of the team did little in conveying the personalities of the members, but it serves as an important moment, because it was their debut to fans. It was also important in Lightning Lad's life, because it introduced Imra Ardeen (Saturn Girl), the love of his life, although at this time both he and she were unaware of it. However, romance is also a subject to be covered at a future point in this analysis.

BEGINNINGS - - A LOOK INTO THE PAST CAN TELL YOU A LOT ABOUT THE FUTURE

Although *ADVENTURE COMICS #267* would be the next issue in which the Legion appeared, this biography will not take the chronological comic approach; instead it starts with the introduction of Garth's career. Beginning with *#247* was the logical starting point because it was the introduction of the team, but in detailing Garth's life, the next logical step would be with Garth's origin and background.

I. What's Winath and why do I care?

While Garth's origin has developed over time, changing and evolving, a consistent starting point for it has remained the planet Winath, Garth's native world. Interestingly, Winath is not the only name by which the planet is known. In *ADVENTURE COMICS #354*, an article focusing on Garth and Ayla identified their home planet as being Amarta. While this may seem a bit confusing, in reality it is not. Many planets go by numerous names, and among those planets is Earth, which is also widely known as Terra. The origin of the "Amarta" label probably arose in the pre-Interlac days when translations between planets often led to miscommunications. Or it could simply be an affectionate term used by the Winathians when referring to a planet with which they have a unique relationship.

The planet's society and culture are built around a agricultural community, and is not well known in the galaxy. However, while it is without renown, it does maintain a distinction as one of only four planets to have had at least two Legionnaires come from it (see *LEGION OF SUPER-HEROES [third series] #52* - - at least at that point in Legion continuity it did). An accurate description of the planet is also found in The Atlas of the DC Universe where the following is stated:

Winath is a peaceful, mainly agricultural world on which every living creature and flora has a twin. Originally settled as one of mankind's earliest interstellar colonies, the settlers of Winath soon found that they had become the recipients of an inexplicable symbiotic reaction with the planet itself.

Long a sovereign state of the United Planets, Winath maintains an agrarian life. Farms are worked by collective communities and barter in trade with other farms. The farmers most often employ offworld merchants to sell their surplus crops to other worlds. Winathians prefer to stay on their home world with their twins, traditionally marrying other sets of twins and creating new splinter farms.

- - Text from both *The Atlas of the DC Universe (p. 162)*

a. I thought farming was passé!

Winath is not a well known world in the galaxy. It is not a political center like Weber's World, a technological culture like Colu, or an aggressive militant society like Imsk. It would be too simple to say that Winath is like other worlds. While its industry is self-motivated and could even be characterized as greedy, this is merely economic Darwinism working, since Winath is merely trying to survive and expand its economic base for a larger share of the market. But whatever its motivation, its role is essential, because regardless of a sentient's role in the galaxy, whether they are bureaucrats, politicians, scientists or soldiers, all of them must eat.

Winath is able to take pride in the fact that it is furthering the development of the galaxy with food production, and not leading it towards more destruction. Farming may be antiquated, but it carries a certain nobility to it, because it is helping people to survive, not trying to dominate them. Winath's agricultural role would gain even more importance after an extensive economic depression hit the 30th century. Only at that galactic low point could the rest of the galaxy appreciate the task that Winath was performing. Only then, when technology has failed, does an understanding and reliance on the planet and its agricultural qualities become important.

Winathians deal directly with one another when selling their merchandise on-planet. Yet, when it comes to inter-planetary trade, the Winathians prefer to use offworld merchants. This allows the Winathians the luxury and privilege of not having to leave the planet, which for some could be very traumatic. Some might construe this to mean that Winath was a xenophobic society fearing contact with other races, however this is not the case at all. It has more to do with the population's almost symbiotic relationship to the planet.

b. Why are all these people naked?

The effect of horticulture is not restricted solely to commerce, it also affects the structure of this planet's society. Cities are not the norm on Winath; instead, people cluster in collective farming communities, which are better known as communes, where they aid in the development of the farm.

Unfortunately, along with the clusters comes what some observers have characterized as the "loose moral syndrome". This label has been given because Winathians are very uninhibited people, who are very comfortable with their bodies and with each other. Much of this comfort is derived from the relationship which exists between Winathians and their planet (a subject which is dealt with in the following section). Given these underlying beliefs, it is natural that the Winathians are oftentimes nude while they work on the commune and socialize. [Author's note: This type of behavior has been demonstrated by Ayla Ranzz in *LEGION OF SUPER-HEROES [third series] #1*, by Ayla Ranzz and Salu Digby in *LEGION OF SUPER-HEROES [fourth series] #3*, and by their Legionnaire comrades in *LEGION OF SUPER-HEROES [fourth series] ANNUAL #3*]

And much like the communes on Earth during the 20th century, Winath has received much criticism for its very easygoing culture. Critics in the sociology profession believe that this type of openness has a detrimental effect which lead to a decaying of morality. In layman's terms, there's a lack of "family values".

However, the Winathian response to this has been that Winath lacks the similar characteristics which arose from the Terran communes in the twentieth century. Specifically, Winath has smaller problems with crime and drugs than do worlds of similar size in population. Furthermore, an outsider's perception of their world really matters little to the Winathians. An appropriate statement to describe the Winathian point of view may be found in a very famous legal case in the 1970's, where it was stated, "One person's profanity, may be another person's poetry."

Additionally, from a societal perspective, this relaxed atmosphere serves as a safety valve for the society, because it is preferred that Winathians express themselves in this fashion, rather than using violence or other forceful means to make a point. This point was illustrated in *LEGION OF SUPER-HEROES [fourth series] #3*, when the statement was made that, "All grows in sunshine, wilts in worry.". This apparently carefree attitude may also be interpreted as a keen patience that does not allow unfortunate circumstances to overtake their better judgment.

c. Twins and Mekt

Besides being an agricultural society, the other and more important side of Winathian society is the importance of twins within that society. The first mention of twins occurring on Winath was in *ADVENTURE COMICS #308*, where it was discovered that Garth and Ayla were twins. Thus, given that almost 99.9% of the population had twins, it is easy to see why problems would later develop in the Ranzz family.

What problems, you ask? Good question. The problem for the Ranzz family (and the universe), came in the form of Mekt Ranzz, the eldest son of the family, who would later gain greater infamy using the alias of Lightning Lord. The importance of his role in Garth's life cannot be overstated, because he is one of the most important factors in the creation of Lightning Lad's career and the formation of the Legion.

Mekt as a character was first introduced to the Legion fans in *SUPERMAN [first series] #147*, as a member of the adult Legion of Super-Villains. In that issue, he identified himself as the brother of Lightning Man. The reason he was portrayed as an adult in that issue was that tales of the adult Legion actually took place in an alternate reality, as explained in *LEGION OF SUPER-HEROES [second series] #300*. Yet, Mekt's name was not identified until *ADVENTURE COMICS #354*, in an article titled "Meet the Legionnaires: Lightning Lad and Light Lass". The younger version of Mekt (who is used in established Legion continuity) would not appear for quite some time, finally making another appearance in *ADVENTURE COMICS #372*, at a Legion of Super-Villains training facility.

Mekt was an only child, and on Winath was considered an aberration and freak. While some may question the actual importance of having a twin, in Winathian society this was something sacrosanct, to the point you could consider it an everyday occurrence the way people on Earth take air or water for granted. It was Mekt's inability to deal with his status as a twin-less child that led Garth to state with regret, "I had you for an older brother - - the strangest kid on Winath." (see *LEGION OF SUPER-HEROES [third series] #45*).

For Winathians, having twins was a matter of serious importance. To them it represented a relationship to the planet. On Winath, things in nature occurred in pairs, and given the evolutionary development of the births there, the same thing started to occur with childbearing. As twins became the norm, Winathians could take pride in a greater relationship with their planet. Being a member of a set of twins also gave them an identity and sense of purpose in the galaxy.

While never fully scientifically explained, the tendency towards having twins may be a matter of evolution. If humans were to survive and prosper on the planet, it was important that they fit into the planet's natural scheme, where nearly every creature and natural fauna had twins. Thus, over time, having twins became a developed or acquired characteristic. [Author's note: A Terran analogy would be how, in the 1800's, during the Industrial Revolution in England, there was a species of birds which were white. They had this color to match the trees in which they lived, which made it easier to hide from predators, and also to capture prey, because they blended into the background. However, with industrial progress came pollution, which colored the trees darker. This made it more difficult for the lighter birds and, over time, only those birds which came to acquire the darkened characteristics were able to survive.]

Yet, the converse of these developments is that, without having a twin, it would be difficult to relate to the planet; but even more important it meant a person would not fit within his own society. Mekt fell into this category being born as an only child. Mekt's problems were only compounded due to the fact that he would never be able to marry another Winathian, because as was described above, Winathian twins typically only marry into another set of twins. Although this is not an absolute factor (given Garth's marriage to a non-twin), it was enough to solidify Mekt's status as an outsider. Like the process of having twins, there is also no adequate explanation which would explain why a single child is born. One plausible theory is that the exception makes the rule. Not very scientific, but it certainly does fit.

The only people Mekt could relate to was his own parents, however, even this shelter proved to be only temporary. Mekt's problems at fitting into Winathian society were compounded when his parents later had more children, the twins Ayla and Garth Ranzz. [Author's note: Ayla Ranzz first made an appearance in *ADVENTURE COMICS # 308*; the fact that she had not been identified or displayed in earlier issues, was that they feared that evil men would force her to do crimes using her powers. Also, Ayla was not identified by name until *ADVENTURE COMICS #329*, in an feature titled "Know Your Legionnaires."]

Once his siblings arrived Mekt's problems began to increase, because now not only was he a freak in society, which ostracized and ridiculed him, now he was a oddity in his own home. At least before his brother and sister arrived, he could take solace with his parents and pretend everything was perfect. But now, his problems were thrown right into his face. For without a twin, he lacked the balance that was found in the society. Using Garth and Ayla as an example, it could be described using their personalities; Garth was always the more assertive and adventurous one, while Ayla was shy and idealistic, at least while she was younger.

Mekt lacked the offsetting equilibrium that his siblings represented for each other, thus he had to deal with these problems himself. All of the personality qualities referred to above were within Mekt, and there was no twin with which to counter any of these traits.

The problems that are occurring with Triad in current Legion continuity are illustrative of the Mekt's predicament. Triad's new origin depicts Carggites as possessing three distinct personalities within their bodies, yet their culture teaches them to quash these individual traits (see *LEGIONNAIRES #24*). Analogously, the same argument may be made in reference to Mekt's problem - - Mekt carries all personality traits, both good and bad within him, and without a twin to whom he can confide he is forced to bottle all his emotions up. This is the same issue that Triad faces on her own world, where problems occur because people are afraid to face up to their problems.

Additionally, Mekt began to consider his status as the first-born child as being an important status symbol which was deserving of more respect, including more control over his sister. His status as the first-born became an irrational obsession with Mekt, which he believed gave him more rights, rights which took precedence over the role of twins (see *LEGION OF SUPER-HEROES [third series] #45* and *LEGION OF SUPER-HEROES [third series] #10*). It was this type of behavior which led Ayla to believe that Mekt was "nuts" (see *LEGION OF SUPER-HEROES [third series] #2*).

Given these problems, Mekt became somewhat of a bully when it came to his younger brother, while he became over-protective and too attached to his sister, Ayla. These problems would continue to appear throughout his life.

d. Garth, Garth, Garth, it's always Garth!

With a brother like Mekt, it's something of a wonder that Garth turned out the way he did. Instead of following in the footsteps of his weird older brother, Garth was able to choose a different course for himself, taking a heroic path, that would soon manifest itself.

Yet, this is not to say that Garth was a perfect child. As a matter of fact he was far from it. He had a rebellious streak in him that manifested itself from time to time. And nowhere was this more evident than when he took off to chase after his brother (hate to be redundant, but I will get to this story soon). The motivation for this wild side is that Garth was probably acting in response to the suffocating presence of his older brother. More specifically, Garth's wild side took the form of a quick temper, a biting tongue, and a penchant for pranks. He liked to have things done his way; if things were done differently, his response was usually a caustic remark. Additionally, he liked to have fun at other people's expense.

However, maybe seeing how his older brother was turning out, gave Garth the motivation to overcome these childish and somewhat foreboding tendencies. While those adolescent traits did manifest themselves, they did not represent the real Garth. This side of Garth usually appeared after a confrontation with his brother, who was able to bring out the worst in Garth.

Yet, when not around his brother, Garth was able to demonstrate some very adult-like qualities, which was impressive for his age. He could be very charming, as exhibited by the numerous dates which he went on (that dazzling red hair and that aggressive personality lured many a girl to heartbreak). Garth knew he had some great qualities and did not fail to flaunt them. But even more than that, he was calm under pressure, able to help out on his parents farm, taking a leadership role in the operation of it. Eventually, this early experience in business would enable Garth to move a rundown farm into a galactic agricultural enterprise (see *LEGION OF SUPER-HEROES [fourth series] #3*). Additionally, Garth maintained both concern and compassion over the plight of other people, and would not fail to provide help when it was possible (see *LEGION OF SUPER-HEROES [third series] #45*). It wasn't that Garth lacked ability, it was just he sometimes lacked the motivation to use it.

The problem for Garth was that he was fighting a never-ending battle between these dual aspects to his personality, and at times it was difficult to tell which side was going to win. However, luckily for Garth he had his twin sister Ayla, to whom he could turn when problems with his brother threatened to overwhelm him. Fortunately, that was a problem which he never had to face.

Yet, while Garth was able to maintain a productive childhood, Mekt continued down the path leading towards trouble. His jealously of Garth continued to grow, as he couldn't understand why Garth was not ecstatic at the way his life was, a life which Mekt would have killed to lead.

While the exploits of Mekt's youth haven't been fully explored, it is likely that if any gangs existed on Winath, Mekt was likely a part of them. By joining Winath's underworld, he could find another outlet at releasing the anger that was building within him. Bullying his brother was no longer enough. Also, as Garth was able to accomplish more things with age the inevitable comparisons began, in which Mekt always ended up with the unflattering side.

e. Ayla's role

The third member in this trio of siblings is Ayla Ranzz, later known as Lightning Lass and Light Lass. Like Garth, her childhood was far from perfect. While their parents gave them adequate attention, much more was needed in order to protect her from her brother Mekt. Mekt had developed an overwhelming jealousy, wishing that he was Ayla's twin, not Garth (see *LEGION OF SUPER-HEROES [fourth series] #10*). But his attempts to symbolically replace Garth, only drove the twins closer together, as they had to in order to survive their time with Mekt.

Ayla also presented quite a contrast from her twin, Garth. She was not the type to go out and overwhelm a crowd. Instead she fit right into the background, letting her brother take the lead. However, even if she was somewhat shy, she was still idealistic, but always had a touch of homesickness. While this would not remain her personality in her adult life (after all, people change with experience and age), it could characterize her youth. But while remaining shy, Ayla also did retain some of her twin's adventurous side, as would be shown later in her attempt to replace Garth in the Legion (an event to be detailed later, but a perfect example of her youthful personality traits, which is the current topic).

While Mekt did create problems for his family he was not homicidal (at least not at this point); instead, his was a sociological problem not a criminal one. And his family, while not exactly enjoying the situation, made every effort to include Mekt in their lives, whether it was in family events or in their leisure time. Among the twins efforts to include Mekt was taking him with them to parties. And it was while returning from one party in particular that their lives would change forever.

II. "Lightning Powers Activate"

[Author's note: It is at this point that the origin of Garth's powers comes up. Garth has had his powers since he was first introduced in *ADVENTURE COMICS #247*, but it was actually his brother Mekt who revealed to the world that they acquired their powers on Korbal (see *SUPERMAN [first series] #147*). In *ADVENTURE COMICS #308*, it was also revealed that there was a third member of the family who was present at that incident, their sister Ayla. The first full-length account of this historic event was detailed in *SUPERBOY [first series] #172*, where the origin of the Ranzz family's powers was finally fully explained. Yet, over time, the specific facts of this event would be subject to the whims of whoever was Legion's current writer.]

a. That was some trip!

An important event in young Garth's life was his receipt of a pilot's license. After all, what better method is available for a young adventurous teen to express himself. Now Mekt was not the only one who would be able to take him or his sister on their interplanetary exploits. But this didn't do much for Mekt's mental health, because this was just another way for him to be excluded from society and family, and especially away from his sister's presence. Even though this was not the intent of Garth, and was just another usual thing for a teen to achieve, it drove yet another wedge between the siblings.

And as the twins and Mekt were returning from a party on another nearby world, it was this troubled sibling relationship that would lead to an infamous crash. On their return, an unexplained event caused the batteries on their ship to burn out [Author's note: This unlucky event was caused by the entities named the Luck Lords (see *LEGION OF SUPER-HEROES [third series] #45*)]. Once their batteries were gone, a crash was a foregone conclusion; the question was whether they would survive that crash. Given their problems in relating to one another, Mekt resented his brother's newfound pilot status, and on their return strived to save the ship after its battery failure, attempting to succeed where he hoped Garth would fail. However, it was Mekt's reckless piloting in an attempt to steer the ship to safety which led to Garth's attempt to save them.

During this situation it was Garth's coolheadedness which saved the day, while his brother and sister were in a greater state of panic. While Garth was himself afraid, sometimes situations call for a person to reach within themselves, and that was what Garth was able to do. When he took over the piloting, he stated, "Mekt, it's bad enough our batteries blew out without warning - - your steering will get us killed. Let me take over. I'll get us to a safe landing somewhere." (see *LEGION OF SUPER-HEROES [3rd series] #45*). In this instance luck WAS with them, as an asteroid was nearby, where they would be able to crash.

They did crash. And they did survive, due to Garth's piloting. The question then facing them was what were they going to do now that they were on that asteroid. The ship itself was still intact, but the batteries had failed, and the communications system was down. And there was no telling when and if help would ever arrive, because the galaxy is a big place for somebody to get lost or stranded in.

b. What the heck is Korbal?

Yet, as fate would have it, that asteroid they landed on was Korbal, a world which was ravaged by immense lightning storms and occupied by lightning beasts. One description of Korbal states the following:

Rocky barren Korbal is a nearly uninhabited asteroid in the vicinity of the planet Winath. Although its orbit in Winath's system makes it ideal for numerous commercial and military applications, Korbal remains off limits to colonization under a United Planets conservation act protecting its sole native life form, the lightning beast.

Also known as "the lightning world", Korbal's atmosphere has an unusually thick ozone layer, resulting in constant thunderstorms and electrical activity. There is no native sentient life. The only inhabitants are animals resembling Ice Age mastodons (with electrical powers), various smaller creatures lower down in the food chain, and a few scruffy plants. All of these are electrified to some degree.

The lightning beast feed off the electrical storms that continually streak the super-ionized atmosphere, converting the raw electrical charges into life-sustaining bioelectrical energy.

- - Text from both *The Atlas of the DC Universe (p. 149)* and *Legion of Super-Heroes, Volume II: The World Book (p. 50)*

c. <u>You want to do what??</u>

In yet another example of Garth's reckless adventurous side coming out, he suggested that they attempt to lure the lightning beasts over to the ship, and then trick them into recharging the batteries by teasing them. Not exactly what animal rights activist would like, but it was a life or death situation, and once again displayed Garth's ability to operate under pressure (this interpretation has also been revised in the latest reboot of the Legion, with it being Ayla who saves the Ranzz clan (see *LEGIONNAIRES #23*)).

This attempt could be characterized as either brilliant or suicidal, and it almost turned out to be the latter. The youths were successful in attracting the lightning beasts over to the ship, but at that point the plan went awry. The teens' belief that the lightning beasts energy would charge the ship's battery was scientifically correct, however instead of charging the battery, the beasts unleashed their power on the Ranzz clan. The ultimate result was that their bodies became living repositories for electrical charge.

d. <u>Can I call you Ben Franklin?</u>

With minimal effort the teens were then able to discharge that energy and focus it out through a specific limb such as a hand or their eyes. It would take time to master this ability, but even at this early juncture, they were able to focus the energy onto the battery and recharge it. Additionally, the teens had the ability to control the amount of energy that they wanted to discharge, thus they could singe a small object or completely destroy a larger thing.

The ability to use this power with skill would take time to develop. This helps to explain Garth's description of the use of his powers that he gave in his discussion with Superboy in *ADVENTURE COMICS #247*. There he explained that he needed to clap his hands to expel the energy. But as later issues would demonstrate, this action is unnecessary.

Will power and mental aptitude are the most important components in the usage of this ability. Intelligent use of the power is necessary because they have to learn the proper amplitude they wish to use, as well as the form in which they wish to direct that power (i.e., as a bolt, or as a number of smaller charges, or do they want it to engulf their body).

Also of interest is the fact that their power has never run out, thus they have never had the need for a recharge like Sun Boy did in *ADVENTURE COMICS #302*. This can probably be explained by the fact that the lightning beasts process the energy from the perpetual lightning storms on Korbal, changing it into bioelectrical energy. Given this description, it can be theorized that the energy, once instilled into a human body, is self-sustaining. In effect, this energy is grafted onto the bloodstream of the person. And if the blood keeps pumping so does the energy. This means that it encompasses the body of the person whom it occupies with the result that, so long as the person is living, that charge is also sustained. [Author's note: Unfortunately, a scientist I am not, thus scientifically I am not sure if this explanation will work but I will continue to research this area.]

However, while the power does not exhaust itself, that is not to say that it cannot be taken away scientifically or even re-established if it is taken away. In *ADVENTURE COMICS #317* it was established that Naltorian science could take away the lightning power. In that instance, Dream Girl was acting to prevent what she thought was Ayla's future death. Given the fact that science could accomplish this feat, the Legion in conjunction with the Naltorian Science Council and the Science Police were able to confiscate that scientific knowledge and all its surrounding notes so that such a thing would not happen again. The feeling was that Lightning Lad was too important as a member of the Legion and as a galactic hero to take a chance on this reoccurring. [Author's note: The full rationale behind this decision will be discussed in the second chapter of this chronicle].

However, this leads to the question that if these powers could be taken away, why didn't the Science Police take away Mekt's powers when they later had him in custody. After all, one reason why the Science Police took custody of this information was to prevent these powers from being turned against the universe. The answer, unfortunately, is that even in the Thirtieth Century agencies are not immune to sloth and bureaucratic mishaps. The information on how to take away these powers was available but was mistakenly deleted during a reorganization of the Science Police data base following the incident of Chief Wilson's departure from the force. Only with full research on Naltor could this information be rediscovered. Dream Girl was able to accomplish this only by using notes regarding the process; it was not something she had memorized.

Yet, just as the power was taken away, so it may be granted back again. Except this time science was not behind the re-establishment of the lightning energy. Instead, it occurred when Ayla was a captive of her brother Mekt and the Legion of Super-Villains. During her captivity, she was wearing shackles which inhibited her ability to make things weightless. But in a confrontation with Mekt, he discharged an enormous amount of power directly at her through the shackles and, soon afterwards, Ayla discovered that her lightning powers had been re-established (see *LEGION OF SUPER-HEROES [third series] #4*).

In continuing with the explanation behind their powers provided previously, it may be that the lightning power never really left Ayla, but instead was lying dormant due to the scientific experiment conducted by Dream Girl. This would be consistent with the theory that the lightning energy was bioelectric in nature and was grafted onto the bloodstream. Thus, it was only when Mekt forcefully conducted his lightning energy through Ayla's body that the energy was revitalized. Or as Ayla herself stated, "Must have been the shock when the distorters broke - - - or maybe Mekt's blast? Anyway I've got my original powers back." (see *LEGION OF SUPER-HEROES [third series] #4*).

e. At what costs?

It is often said that people never acquire anything for free, that there is always a cost. This axiom remains true when applied to the Ranzz situation. While the teens may have acquired some terrific powers, they did not come without a price.

Because nobody had ever attained powers in this way before there was no way for the teens to understand the ramifications of this newfound ability. There were many questions that would go unanswered for a significant period of time, such as what is the effect of the lightning energy on the mental and physical components of a person's body, both short term and long term? For both Garth and Mekt the consequences were tremendous.

In Garth's case, the concern would be over the long term ramifications of the fact that his brain suffered from electrical discharges. Specifically, stress can make the lightning energy backfire onto the brain which then incrementally increases the stress and creates personality shifts. Eventually this would lead to the person suffering a fever induced by the electrical discharges (see *LEGION OF SUPER-HEROES [second series] #291*). Yet this area will be dealt with at a future point in this analysis.

In the short-term, Mekt's case was more serious. It has been postulated that the neurological changes resulting from the accident on Korbal, were the cause of Mekt's habitual criminal behavior (see *LEGION OF SUPER-HEROES [third series] #45*). However, this theory fails to take fully into account Mekt's background. By the time of the accident Mekt was already in a tenuous position mentally. The infusion of a large amount of energy probably accentuated his already existing psychosis, which itself was a result of his childhood and treatment by his society. Thus, while there is no doubt that the procurement of these powers intensified the problems that Mekt was dealing with, it was not the sole factor. Yet, the effect of the energy should not be discounted because it is a very potent force. Additionally, because the incident accentuated Mekt's already unstable mental condition, he became even more preoccupied with lightning storms, his concern over his twin-less status, and his position as first born child (see *LEGION OF SUPER-HEROES [third series] #2*).

Beyond just the physical effects of this energy transfusion, there was also the psychological ramifications to deal with. Having acquired these powers, the teens were no longer considered "normal". It was no longer quite as easy to fit in, because along with these powers came two conflicting things: responsibility and temptation. Thus, the teens faced different options in what they would do with these powers: they could aid the galaxy, use them to pursue ill-gotten gain, or do nothing. And as the facts will demonstrate, at one time or another, each of these courses of action was followed by one Ranzz child or another.

The effect of having to face these options was that these teens faced up to an enormous amount of pressure as to what they were going to do. Nowhere is this better depicted than when Ayla quit the Legion, feeling that the galaxy had become too big a place for her to do any good, or when Garth's fever, brought on by his electrical powers, was accentuated by the pressures he faced as Legion leader. Thus, acquiring these powers put the teens in a position where they otherwise would never have found themselves.

f. Uniqueness is a wonderful thing.

At this point, time should be devoted to the issue of why no other people have acquired lightning powers in this same manner. After all, the origin of Lightning Lad and his sister and brother has been well documented. Unfortunately, no rational explanation has been offered for why these three people were able to survive what was essentially thousands of volts of electricity being thrown into their body. The only thing that can be theorized is that it has something to do with their physiology, and that perhaps their parents had some exposure to some chemical which may have affected their genes and given their kids this unbelievable power. Of course, this is only speculation. Perhaps in conforming with DC's current theme, they possessed the meta-gene, but I prefer to avoid this topic.

It is logical to assume that others have tried to acquire these powers, but the likely effect of such an attempt is that they have suffered severe burns or death. Theories have been offered that the electrical energy discharged by the beast is usually deadly or strong enough to render people unconscious. But because nobody other than the Ranzz siblings have appeared to gain this power, circumstantially, this would suggest that it may have something to do with the physiology of the Ranzz children. Yet with all the self-serving or ignorant people out there, it is no coincidence that the Science Police had to cordon off Korbal, to prevent further disastrous attempts from people who also wish to acquire lightning powers.

g. You just got some miraculous new powers, what are you going to do next?

With their ship finally repaired, they were finally able to leave the asteroid. But this was only the first step, because with the acquisition of their powers a whole new world had opened up for the teens.

A return to Winath was greeted with celebration by the Ranzz parents (who unfortunately have never been identified). And almost immediately life returned to normal. The children revealed their powers only to their parents, as they were uncertain what their neighbors or the government would do in response to them. But when I say life returned to normal, that doesn't necessarily mean everything was pleasant. Mekt continued to boss his brother and overshadow his sister, while the younger twins could do nothing in return. Thus, a return to normalcy wasn't all it was cracked up to be.

However, things would not remain the same for long. Mekt remained unable to cope with his status as an only child. That factor combined with his newfound power was enough to finally make Mekt do something drastic. If he was unable to face his problems on a daily basis then there was only one thing left to do. Mekt left home and Winath.

His whereabouts would remain a mystery for some time, but it is fair to speculate that his lightning powers had given him a criminalistic opportunity that he was not able to pass up. No longer would he be just a member of the pack. Now Mekt would be able to step up to the forefront, and become a leader. That it was leadership of criminals made little difference to Mekt. Finally, his uniqueness would benefit him, after all he was one of only three people with these powers.

Almost as soon as the siblings arrived back on planet, a new series of crimes began occurring on Winath, in a most spectacular fashion, because nobody could figure out how it was being done. Security systems were being shorted out, guards were found in a state of electrical shock. Yet, only Mekt's family suspected what was going on.

Then just as suddenly as the crimes had appeared, they ceased to occur. Suspiciously, the cessation of these crimes correspond with Mekt's departure from the planet. The most popular theory has been that Mekt left Winath in order to seek larger criminal gain, of which little existed on Winath. [Author's note: Much has been made of what occurs next, but the facts behind it have never been fully explained. Thus, the motives behind Mekt's departure are left to the speculation of the reader. The following is my construction of what likely led to Mekt's abrupt exit.]

Given the suspicious nature of the crimes, and the publicity they were receiving, Mekt's parents decided to confront Mekt about this. In a very emotional showdown, his parents stated that they wanted this activity to stop and also desired to understand Mekt's motivations.

In response to these inquiries, Mekt himself did not fully understand the rationale behind his actions, thus he was unable to articulate a rational answer to them. Instead, Mekt quickly gathered a few belongings and fled.

Yet, perhaps on a subconscious level it was an attempt to acquire the attention he had always felt he deserved, but was never given. Only in this manner would his society and his family take notice of him. However, Mekt's inability to talk to his parents about these issues was very shameful for Mekt, and rather than face up to the humiliation he and his family would receive if his activities were revealed at that moment, Mekt did what came natural, he fled.

The end result of this issue, is that regardless of his motivations, Mekt did leave the planet, leaving no clue as to his whereabouts. The Ranzz family did the usual thing, reporting his runaway status with the local branch of the Science Police. But there was little the Science Police would be able to do, given that Mekt was one person in a galaxy of trillions. They put his name and picture on their missing child list, and just hoped that somebody would respond to their pictures and inquiries, but overall it was a pretty hopeless effort. At this point, many families would lose hope. Yet, this family refused to give up hope, or at least one member of the family did. Garth wanted to know where his older brother was and he wanted him to come home.

Next Issue Box: Learn where Mekt went and what Garth did in response. I can only promise that you'll find the result to be SHOCKING! (OK, I know it's a bad pun, but it seemed appropriate). Seriously, join us next time as Garth starts his Legion career and all the travails and excitement that it entails. Included in this issue will be Garth's meeting with his future wife, quotes from his teammates, his psychological profile appropriately based on his Legion entrance interview, and much more. Till next time, L.L.L.

Section III - Legion spotlight on ... Element Lad:

Presented below is an article by AOL member KevinWR.

JAN ARRAH:

Jan Arrah, Element Lad, joined the Legion under the worst conditions of any Legionnaire. He was an orphan with nowhere to go. The entire population of his planet was slaughtered by a space pirate, Roxxas. The small population of Trom all had transmutation abilities. They created things of beauty and didn't use their abilities for simple monetary gain. Also, the residents had to learn to curb fear and anger. With a simple thought, they could kill. This created an extremely spiritual and peaceful society. In short, for many people it was a paradise. The blessing of their strange powers is what cursed the population. Roxxas heard what this population could do and went to Trom. When the inhabitants would not create wealth for Roxxas, he proceeded to slaughter the population. Jan escaped and headed for Earth.

Jan was about fourteen when he applied for membership to the Legion. He refused to show his power to the whole group. He would show his power to just one person. This person could decide if he should join or not. He showed his power to Saturn Girl. She endorsed his application to the Legion, and he joined as Mystery Lad. In the same adventure, Roxxas was captured and Jan's powers exposed. The Legion said they would keep him as "Mystery Lad" since his powers would be of a greater benefit if no one knew what they were.

Didn't last long. The next time he appeared, he was Element Lad and remained with that name until the Legion reboot last year. Once he grew up, he was maybe 5'6" and blonde.

Now, I will admit that so far these are only facts about Jan, but at first, that's all we really knew about him. You see, Jan didn't talk about himself much, and a lot of information was slowly released during the 35 years of the Legion of Super-Heroes. In fact, during the first ten years or so, Jan's entire personality consisted of his powers...only. Slowly a fuller personality began to emerge. When that happened, he was allowed the one thing that allows a character to stay on in comic books, page time. He had no family, but he finally excelled with his unique power, became popular, got a relationship. But, that was later.

I have read fanzines, talked to friends, read bulletin board messages and have found that Jan Arrah was, and has remained, one of the favorite Legionnaires for many fans. This could be hard to believe considering his powers and appearances were pretty limited during the beginning of his membership in the Legion. In fact, he was known as the quiet Legionnaire. What happened?

During the sixties and early seventies, comic books were primarily devoted to action. They were single issue stories, or, if the story was REALLY important, they would be a two issue story. This didn't really allow for a lot of character development. Most characters were a) their power and b) one main character trait. In a team book, you have to choose favorites. For instance, one of the reasons Saturn Girl was popular was her power, telepathy. That's a pretty interesting power which could be used a lot. Lightning Lad kept dying. That's certainly an interesting character trait. Jan could change a statue to aluminum. Sort of interesting power. His personality was pretty quiet since he was a loner, after all he had no friends or relatives from his native planet. That didn't lead to camaraderie with the other cast members or witty remarks during battle. So he was a quiet orphan. Therefore, Jan was shuffled off to the background when only his power would help solve the situation. The main emphasis was selling books and he was simply not "action" enough. Transmutation, I think, was thought of as a "passive" power. No real dramatics involved. Therefore, a character like Jan was more of a novelty. This started to change in the early/mid seventies when the story lines for the Legion started becoming more complex. As stories began to expand to three, four, five or even unlimited issues, the background characters began to emerge to the forefront. They were the ones that the readers knew less about, so the writers had much more freedom. These characters were no longer a single trait. They were complex with problems, good sides, bad sides, had moods, areas of expertise, formed relationships, etc. It led to an amazing time for the Legion titles. Every member of the cast managed to get a lot of time and often every character was involved in the resolution of the stories.

Jan's emergence was still slow. I think the making of a winner was there all the time and it emerged in a creative way during the now famous Earthwar Saga. Jan used his power to imprison Mordru in space. Mordru, if you remember, lost his power when buried in earth. Jan, with the help of Brainiac 5 and Saturn Girl, transformed free-floating space elements into dirt and buried Mordru in space. He, with Brainiac 5's knowledge, defeated Mordru. Now his powers took on a new dimension. He didn't just turn a statue into aluminum to push it out of the way. He could single-handedly defeat MAJOR villains. With power like that, what else could the writers do but allow him some more page time. He quickly developed into a major character. He always was a popular character despite (or maybe because of?) his limited appearances. But now his abilities took on a more interesting twist. Jan could do almost anything. He could kill Mon-El by turning his blood to lead. Jan could capture Chameleon Boy or almost any of the Legionnaires by ensconcing them in inertron (the strongest substance in the universe). He could create riches, destroy life, rebuild his world, etc. He was now one of the most powerful Legionnaires. With more page time, his popularity increased a lot. He was elected deputy leader by the readers and eventually leader, more than once. Well, the writers obviously needed to do something interesting with this character fast. He was the leader, all powerful, and what else? He had no family. What he needed was a relationship.

Cut to the Science Police headquarters. There was a red-headed female science police officer in the Earthwar Saga. She had no name, but it was she who figured out that Mordru was behind the Earthwar. Coincidentally, this was the same story that brought Element Lad to the forefront. The writers brought her back as the Science Police Liaison to the Legion. They also gave her a name, Shvaughn Erin. Longtime readers of the Legion know about their difficult relationship. She chased him for a while. When Shvaughn finally got him, he had to find time for her. Running a Legion keeps you pretty busy you know. But their relationship was one of the most unique in the Legion. I loved their time together. When she joined Jan back on Trom and he showed her how much he cared about her (keep your mind out of the gutter) and showed her all about his past and his planet, it was a great story. Of course, it was because they were great together. They loved, fought, and were the only long-time Legionnaire/"regular" human relationship in the Legion. However, after the Magic Wars and leading into the "Five Years Later" storylines, their relationship was no more ... well sort of.

The character of Jan cannot be discussed thoroughly without discussing the gay/straight issue. Was he gay or straight? I've seen fans hotly debate this topic. Personally, I think he was neither and/or both. A spiritually developed person who can literally see to the core of anything or anyone wouldn't necessarily choose someone because of gender. Maybe I'm wrong, but I think he would be more focused on who someone is, not what they are. In later stories, Shvaughn turned into a man, or rather re-turned into a man. It was sort of confusing and rather silly. Shvaughn dumped Jan. Jan didn't mind. Jan was hurt, Shvaughn returned to him. But then the thirtieth century ended. So because of this, it is an issue which will probably never officially be resolved as far as the fans are concerned. But everyone will always have an opinion.

During the time of his expansion in the Legion, the Legion was a great title, or titles depending on the year. The Legion fought Darkseid, Mordru, the Time Trapper (several versions) and so many other evil doers. They fought their internal battles as when Jan had to decide between his friends, whom to send on a dangerous mission, to live with failure, and how to lead. They had amazing adventures to other universes, times, and realities. Jan was there for it all. Although he took time off, he never quit the Legion. That is until the "5 Years Later" storyline. Unfortunately for the friends of Jan Arrah and many other Legionnaires, the "5 Years Later" universe didn't have room for all the Legionnaires. When Jan did appear, finally, he had become a holy man. A man on a spiritual quest for self-fulfillment. This opportunity was wasted, I feel, just as the "Shvaughn is now a man" story. Instead of being empowered, he became a side-line character who appeared only during times of moral crisis. Again, a possibly interesting moment was wasted. When Shvaughn/Sean showed up in Jan's hospital room after Jan was saved, ironically, by Roxxas, we never knew what Jan thought about Sean's secret. We never found out what his spiritual beliefs evolved into. In short, his character was mainly ignored. Jan's clone appeared. It was the old, shy, naive Jan. In this day and age, that character could survive, but it wasn't given a chance. None of the SW6 batch clones did survive. The old 30th Century disappeared forever during Zero Hour.

I must admit I was sad when both Jans and the rest of the "Old Legion" disappeared forever. Jan was not alone for the first time in his life. He had a another survivor of Trom to talk to. He had himself to talk to, but this was only long enough for the writers to end the old thirtieth century. Both Jans merged together and disappeared. Long live the Legion. Fade to white .....

The very first appearance of the "reboot" Jan was rather brief. He was in two panels in *LEGIONNAIRES #71.* But we met his parents and saw his world. Then we saw Trom destroyed, again by Roxxas and his minions. The next few issues had Jan's brief appearances and again he saved the day by transmuting an element needed for a stargate. He again is spiritual and alone. However, he has not joined the Legion and it looks like he won't for a while. He is returning to his planet. Too bad, but again Jan is coming on the scene slowly. Maybe given enough time, he will be as major a character as he deserves to be. Ah well, we'll have to see what future stories hold. The new 30th Century is here and we are left with many great stories from the old and picking up steam in the new. As usual, the Legion and its characters live on. So does Jan. But what the future holds for him, and us, we shall have to wait a thousand years to see.

Section IV - Worlds of the DC Universe (part 2):

Remember how I said that this section would be completely handled by AOL member Jephers? Well, as it turns out, Jeph is too busy so it's up to me to pick up where he left off. Here goes ...

Encyclopedia Galactica

COLU (A.K.A. YOD)

Famous Natives: Brainiac (20th century villain: a robot in "pre-Crisis" reality, Vril Dox I in later realities); Brainiac 5 (Querl Dox, descendant of Vril Dox II); Mr. Starr/ Pulsar Stargrave (artificial humanoid form for the Computer Tyrants of Colu); Vril Dox II (founder of L.E.G.I.O.N., son of Brainiac, father of Lyrl Dox, except for "pre-Crisis" reality).
Native Abilities: High intelligence.
History: Colu is one of the rim worlds, located about 20,000 light years from Earth, out on the approach to the Magellanic Clouds. It is the fourth planet from its sun and its surface is almost exactly 50% land-50% sea. The planet has six moons. Colu is the leading technological world in the United Planets. The Coluans are not only the most advanced humanoid intellects known but also the longest living mortals in the galaxy, with average life-spans of 600 years. Two millennia ago, the planet was taken over by a world-wide computer network which, because of their malevolent nature, became known as the Computer Tyrants of Colu. By the late 20th century, the planet's people were like helpless children, brainwashed for obedience at birth. One exception was the evil scientist Vril Dox, who served the Tyrants willingly. Vril Dox had a son of the same name who was accelerated to adulthood, however he did not share the views of his traitorous father. Eventually, the Tyrants grew nervous and ridded themselves of the elder Vril Dox. The mind of the elder Dox survived and took over a Terran's body, becoming the villainous Brainiac. The younger Dox was handed over to an Alien Alliance. After escaping from the Alliance, Vril Dox II formed L.E.G.I.O.N., an interstellar police force, and freed Colu from the Tyrants' rule. The Tyrants transferred their collective minds into a humanoid form and adopted the name Mr. Starr. The Tyrants would resurface a thousand years later as Pulsar Stargrave. In the late 30th century, Querl Dox, a direct descendant of both Vril Doxes, joined the Legion of Super-Heroes under the name Brainiac 5. Like others in his family line, Querl has a 12th level intelligence.

RIMBOR

Famous Natives: Reflecto *[I]* (Stig Ah); Ultra Boy/ Emerald Dragon (Jo Nah).
Native Abilities: None.
History: Rimbor, a world at the edge of U.P. space, was originally home to a race of humanoids who became extinct circa 5,000-4,000 B.C.. The planet was re-colonized by humans in the 25th century. Rimbor is located near a heavily-mined asteroid belt and serves as a way station for miners. Most of Rimbor's city-states are considered rough, lower-class areas, however some affluent regions do exist. The Legionnaire named Ultra Boy grew up in one of those wealthier areas.

XANTHU

Famous Natives: Atmos (Marak Russen); Devlin O'Ryan; Star Boy (Thom Kallor); second home to Kid Quantum ("Glorith" and "reboot" realities only).
Native Abilities: None.
History: Xanthu is one of the older colonies set up by Earth descendants. Due to its unusually clear atmosphere, this planet is very popular with astronomers. In fact, numerous space stations orbit this world of stargazers. Xanthu is ruled by the Tribune, a hereditary ruler. Xanthu was the home of three heroes who, at different times, were members of the Legion of Super-Heroes.

IMSK

Famous Natives: Micro Lad/ Micro (Lalo Muldroon); Shrinking Violet (Salu Digby).
Native Abilities: Imskians can shrink to sub-atomic size.
History: The Imskians are descendants of a Krill colony which arrived on the planet Imsk, in the Irulan star system, almost one million years ago. In their eleventh year there (Earth time), the planet began to shrink! As the world slowly shrank, the colonists began to starve. After 50 days of this, one of their scientists developed a shrinking ray from radiation found in the planet's unique rock. Imskians require yearly doses of this radiation in order to retain their powers. The planetary shrinking occurs once every 10 Earth years and lasts for 90 Earth days. Unfortunately for the Imskians, space dragons ate all of the radioactive rock and so they must constantly harvest the radiation from the creature's scales. Imskians can shrink to microscopic size, apparently shunting their mass into another dimension when they do so. In the aftermath of the Great Collapse, Imsk was attacked by the planet Braal. The Imskians developed a method of removing the Braalian's magnetic powers and succeeded in occupying the invading world.

DAXAM

Famous Natives: Mon-El/ Valor (Lar Gand, husband of Shadow Lass); Dev-Em (Dev-Em, "Glorith" reality only); Laurel Gand/ Andromeda (Laurel Gand, descendant of Lar Gand, common-law wife of Rond Vidar, "Glorith" and "reboot" realities only); Ol-Vir; Roxxas the Butcher (Kivun Roxxas, "reboot" reality only).
Native Abilities: All natives of Daxam gain a wide variety of super-powers when exposed to the rays of a yellow sun (super-strength, invulnerability, vision powers, flight powers, and more).
History: The planet Daxam orbits a red sun in a star system located at the rim of the United Planets and is home to a race of xenophobic humanoids. It wasn't until the late 20th century that Daxamites learned that they had a lethal reaction to exposure to lead, an element scarce on their homeworld. Like Kryptonians, Daxamites gain incredible powers under the influence of a yellow sun. In fact, it is believed that Daxam is either a colony world of Krypton or that Kryptonians and Daxamites both originally come from a common star system. This is supported by the fact that the only anti-lead serums ever created have had kryptonite as their essential ingredient. Daxam was revered throughout the galaxy as leaders in the field of biogenetic engineering. This changed to fear however when Darkseid conquered Daxam and sent its inhabitants on a rampage throughout the United Planets. Although Daxam was soon freed by the Legion of Super-Heroes, it was later destroyed by Glorith, the mistress of time. The only survivors of this calamity were Valor (Lar Gand of the 20th century), Laurel Gand, and Dev-Em.

BISMOLL

Famous Natives: Calorie Queen (Taryn Loy); Matter-Eater Lad (Tenzil Kem, husband of Saturn Queen).
Native Abilities: Able to eat and digest matter of any kind.
History: The planet Bismoll was colonized by Terrans a millennium ago. After a few years there, the colonists learned that a deadly microbe was poisoning them and rendering their food supplies inedible. Unable to evacuate the planet, the colony scientists bio-engineered enzymes which enabled the Bismollians to digest the poisonous food supplies. The descendants of these colonists discovered that the enzymes caused a change in their genetic structures which also enabled them to digest inorganic matter as well. By the 30th century, Bismoll developed a political system which selected its leaders through a draft. The Legionnaire named Matter-Eater Lad was forced to leave his teammates when he learned that he had been drafted into political office.

TROM

Famous Natives: Element Lad/ Alchemist (Jan Arrah).
Native Abilities: Transmutation of elements.
History: The planet Trom suffers from dangerously high radiation levels. A single broad valley, free of radiation, does exist on the planet and enabled a humanoid race to evolve there. The high background radiation still affected the developing humanoids however. Over many generations, numerous residents died from the damaging environment. Those that survived evolved a tolerance for the higher radiation levels and eventually developed the ability to transmute the elements. The Trommite people saw their ability as a divine gift and developed into a highly spiritual society. When they were contacted by the United Planets, the Trommites hid their ability for fear that they would be exploited. Their fears were realized when a pirate named Roxxas discovered their secret and attempted to force them to do his bidding. When they refused, the enraged pirate had the planet's small population completely wiped out. A sole survivor, Jan Arrah, escaped and helped the Legion of Super-Heroes bring the butcher to justice. Jan Arrah joined the Legion under the name Element Lad.

NALTOR

Famous Natives: Dream Girl (Nura Nal); the Hag/ the White Witch (Mysa Nal, sister of Nura Nal, wife of Mordru).
Native Abilities: Precognition.
History: A few centuries ago, people from the Sorcerers' World settled this uninhabited planet. The humanoids of the planet Naltor are blessed (or cursed, depending on your point of view) with the ability to see brief glimpses of the future. Naltor's government and economy are completely based on the people's ability to see the future. Despite the fact that the sciences flourish on this world, Naltorian society and its government are structured on mysticism. Naltor is ruled by the High Seer, the planet's ultimate authority. Naltor is a matriarchal society.

PREZTOR

Famous Natives: Command Kid (Jeem Rehtu).
Native Abilities: None.
History: Preztor is an ocean world with almost no land masses. Its people live in undersea, domed cities. One of the few islands on the planet is deemed off-limits by the world's citizens who believe that a mountain on the island is inhabited by evil demons. It is for this reason that the island is named Taboo Isle. The demons can be exorcised from a possessed host by exposure to gold, the demons' one weakness.

Section V - Who's Who in the Legion of Super-Heroes (part 4):

code name: ***XS*** ™
real name: **Jenni Ognats**
planet of birth: **30th century Earth (father is from Aarok, an Earth colony).**
powers: **Speed powers (derived from grandfather and mother).**
historical first appearance: **None.**
modern first appearance: **LEGIONNAIRES #0 (October 1994)**
historical data: **Dawn Allen, one of the *Tornado Twins*, had no children.**
modern data: **Daughter of Dawn Allen of Earth and Jeven Ognats of Aarok. Granddaughter of Barry Allen, the second *Flash*. Cousin of Bart Allen, *Impulse [II]*. When her speed power manifested itself, Jenni was assigned to the *Legion of Super-Heroes* as *XS*, the representative of Aarok.**

Barry Allen, the second Flash, and his wife Iris had settled down in the mid-30th century. Barry died in the Crisis on Infinite Earths but left Iris pregnant. She gave birth to Don and Dawn Allen, both of whom inherited their father's super-speed. The Allen family kept this information secret. Dawn eventually married Jeven Ognats of Aarok and gave birth to daughter Jenni. Jenni Ognats was born without her mother's and grandfather's super-speed powers. Later, someone who knew the family secret came to Don and Dawn for help. The "Tornado Twins" succeeded in shutting down a secret Dominator lab on Earth, freeing people who were being genetically experimented on. The twins saved everyone but, because of their inexperience, were brutally killed. After that, Earthgov wanted to take a closer look at the Allen family ... especially after Jenni's cousin Bart was born with speed powers. Jeven Ognats decided to get his daughter off Earth, to some place they could be safe. They secretly stowed away on freighters headed to Aarok. Although Earthgov couldn't find the Ognats, the Dominators eventually did. They tortured Jeven Ognats in an attempt to force Jenni to show how her powers worked. Jenni insisted that she had no special abilities but, when she tried to save her father, her super-speed powers finally manifested. Jenni escaped with her father and later joined the Legion of Super-Heroes as the Aarok representative.

XS
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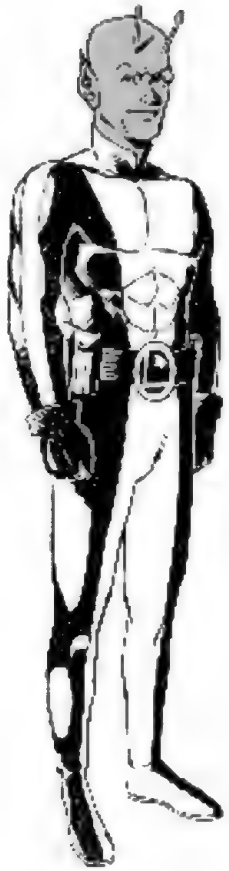
code name: ***Chameleon*™**
real name: **Reep Daggle**
planet of birth: **30th century Durla.**
powers: **Shape-changing (inherent in species).**
historical first appearance: **ACTION COMICS #267 (August 1960)**
modern first appearance: **LEGIONNAIRES #0 (October 1994)**
historical data: **When Reep Daggle applied to the *Legion of Super-Heroes*, he took the name, *Chameleon Boy*, suggested by fellow applicant *Colossal Boy*. Reep learned late in life that he was the son of R. J. Brande, financier of the Legion. Reep was leader of the *Legion Espionage Squad*.**
modern data: **Reep Daggle was assigned to the *Legion of Super-Heroes* as *Chameleon*, the representative of Durla The man Reep Daggle called "father" was killed by the Durlan *Composite Man*. Whether this man was actually Reep's birth-father remains to be seen.**

The inhabitants of the planet Durla are among the most mistrusted members of the United Planets. The reason: the Durlans are a race of shape-changers. One of the tribes of Durla was led by the Royal Bloodline of Spiritual Leaders. When the United Planets asked that world's representatives to draft a Durlan representative into the Legion of Super-Heroes, they sent the youngest member of the Bloodline, Reep Daggle. Reep was given the codename Chameleon. Months later, a berserker Durlan warrior who had been imprisoned for generations by the Royal Bloodline broke loose, killing every priest of the Bloodline, including Reep's father! At his father's funeral, Chameleon shared with fellow Legionnaire Invisible Kid a secret ... that he is next in line to become his people's spiritual leader! He has since decided that it would better serve Durla if he continued as a member in good standing in the Legion of Super-Heroes.



Chameleon (Chameleon Boy)
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Section VI - Legion checklist [historical] (part 4 - 1987 to 1990):

The following is part 4 of a chronological checklist of the historical version of the Legion of Super-Heroes. This list is not limited to just Legion appearances but also includes Legion cameos and appearances by such supporting characters as Laurel Kent, Lar Gand, and L.E.G.I.O.N.. Also included are listings of reprints of Legion tales.

THE FURY OF FIRESTORM # 55
cover date: January 1987
title: "The Stench Of Brimstone"
comments: Legends chapter 7. Cosmic Boy cameo.

LEGION OF SUPER-HEROES [third series] # 30
cover date: January 1987
title: "Brainy's Lucky Day"
comments: Tellus, White Witch, Wildfire, and Quislet investigate Atmos' disappearance on Hykraius. Brainiac 5 learns of Rond Vidar's "death". Missing heroes and the Science Police are mentioned. Note: Cosmic Boy and Night Girl are still in the 20th century at this time. (Berger; Levitz; LaRocque/ DeCarlo)

WHO'S WHO: THE DEFINITIVE DIRECTORY OF THE DC UNIVERSE # 23
cover date: January 1987
title: untitled
comments: Who's Who features include pages on: Tellus, Tharok, Timber Wolf, Time Trapper.

COSMIC BOY # 2
cover date: January 1987
title: "Is History Destiny?"
comments: Legends chapter 8. Note: Jason Krinnski is inferred to be a possible ancestor of Cosmic Boy. This is later proven, in the *VALOR* series, to be untrue. (Berger; Levitz; Giffen/ Colon/ Smith)

HISTORY OF THE DC UNIVERSE # 1
cover date: 1986
title: untitled
comments: Two-issue Prestige format mini-series. A Controller appears.

LEGENDS # 3
cover date: January 1987
title: "Send For ... The Suicide Squad!"
comments: Cosmic Boy cameo. (Gold; Ostrander/ Wein; Byrne/ Kesel)

TALES OF THE LEGION OF SUPER-HEROES # 343
cover date: January 1987
title: (*Legion* reprints): SUPERBOY [first series] #195 and 201
comments: This reprint series skipped over *LEGION OF SUPER-HEROES [third series] #18*, presumably because of the Crisis on Infinite Earths theme. Note: This issue also reprints the last page of a five page featurette entitled "Legionnaires' Fact File" which appeared in *LEGION OF SUPER-HEROES [third series] #17*, re-labeling the page "The New Legionnaires' Fact File".

LEGION OF SUPER-HEROES [third series] # 31
cover date: February 1987
title: "Knights In Shining Armor"
comments: Projectra visits the Legion memorials. Projectra recounts an untold adventure with Karate Kid and Ferro Lad. Note: A Supergirl statue is shown. (Berger; Levitz; LaRocque/ DeCarlo)

WHO'S WHO: THE DEFINITIVE DIRECTORY OF THE DC UNIVERSE # 24
cover date: February 1987
title: untitled
comments: Who's Who features include pages on: Tyroc, Ultra Boy, Universo.

COSMIC BOY # 3
cover date: February 1987
title: "Past, Present ... and Future"
comments: Legends chapter 13. Cosmic Boy and Lydda Jath travel from the 20th century to the end of time to battle the Time Trapper. (Berger; Levitz; Giffen/ Colon/ Smith)

HISTORY OF THE DC UNIVERSE # 2
cover date: 1986
title: untitled
comments: Two-issue Prestige format mini-series. Mallor of Talok VIII, the first to possess the shadow powers, appears. The Legion of Super-Heroes, Heroes of Lallor, Wanderers, Khunds, and Time Trapper appear.

TALES OF THE LEGION OF SUPER-HEROES # 344
cover date: February 1987
title: (*Legion* reprint): LEGION OF SUPER-HEROES [third series] #19
comments: Reprint.

LEGION OF SUPER-HEROES [third series] # 32
cover date: March 1987
title: "Forgotten Heroes"
comments: The Universo Project chapter 1 of 4. Saturn Girl wakes up on a prison planet. Other prisoners include Dream Girl, Brainiac 5, Chameleon Boy, Gas Girl of Lallor, Mibel, Energax, a Green Lantern of Xudar, Xera of Manna-5, Silver Sword, and more. Universo seizes control of the Earth. The Legion is disbanded. Saturn Girl succeeds in freeing Dream Girl, Brainy, and Cham from Universo's mind-control. (Berger; Levitz; LaRocque/ DeCarlo)

WHO'S WHO: THE DEFINITIVE DIRECTORY OF THE DC UNIVERSE # 25
cover date: March 1987
title: untitled
comments: Who's Who features include pages on: Validus, Wanderers, White Witch, Wildfire.

COSMIC BOY # 4
cover date: March 1987
title: "Time Without End"
comments: Note: The Time Trapper is shown to have statues of the Pocket Universe Superboy and Krypto at story's end. (Berger; Levitz; Giffen/ Colon/ Marcos)

TALES OF THE LEGION OF SUPER-HEROES # 345
cover date: March 1987
title: (*Legion* reprint): LEGION OF SUPER-HEROES [third series] #20
comments: Reprint.

LEGION OF SUPER-HEROES [third series] # 33
cover date: April 1987
title: "Forgotten Planet"
comments: The Universo Project chapter 2 of 4. Saturn Girl, Dream Girl, Brainiac 5, and Chameleon Boy engineer their escape from Universo's prison world. They free the other prisoners from Universo's mind-control and then escape. The Dominators learn of the United Planets' treachery and attack. Mon-El, Ultra Boy, and Blok fly out to stop them. Note: First full appearance of Atmos. (Berger; Levitz; LaRocque/ DeCarlo)

WHO'S WHO: THE DEFINITIVE DIRECTORY OF THE DC UNIVERSE # 26
cover date: April 1987
title: untitled
comments: Who's Who features include pages on: No Legion pages this issue.

TALES OF THE LEGION OF SUPER-HEROES # 346
cover date: April 1987
title: (*Legion* reprint): LEGION OF SUPER-HEROES [third series] #21
comments: Reprint.

LEGION OF SUPER-HEROES [third series] # 34
cover date: May 1987
title: "Forgotten Foe"
comments: The Universo Project chapter 3 of 4. The escaped Legionnaires make their way back to Earth and realize that Universo is behind it all. Mon-El, Ultra Boy, and Blok are warped away from the Dominator-United Planets battle. (Berger; Levitz; LaRocque/ DeCarlo)

TALES OF THE LEGION OF SUPER-HEROES # 347
cover date: May 1987
title: (*Legion* reprint): LEGION OF SUPER-HEROES [third series] #22
comments: Reprint.

LEGION OF SUPER-HEROES [third series] # 35
cover date: June 1987
title: "Forgotten Friends"
comments: The Universo Project chapter 4 of 4. Saturn Girl, Dream Girl, Brainiac 5, and Chameleon Boy discover that the rest of the Legion, including Mon-El, Ultra Boy, and Blok, are under Universo's control. Saturn Girl defeats Universo and the mind-control is lifted. The Legion is reinstated. Saturn Girl rejoins. (Berger; Levitz; LaRocque/ DeCarlo)

TALES OF THE LEGION OF SUPER-HEROES # 348
cover date: June 1987
title: (*Legion* reprint): LEGION OF SUPER-HEROES [third series] #23
comments: Reprint.

LEGION OF SUPER-HEROES [third series] # 36
cover date: July 1987
title: "Peace, Quiet and Impending Doom"
comments: Element Lad resigns as Legion leader (he figures it is close to election time anyway). Polar Boy is elected leader and chooses Element Lad as his deputy. Saturn Girl learns from Universo's mind that he was forming a super-army to attack Oa, the home of the Guardians of the Universe, and that he had his son Rond Vidar murdered. Chronarch and Brainiac 5 visit Rond's grave site. Quislet teaches Wildfire how to contain his energies by himself. Cosmic Boy and Night Girl return from the 20th century with bad news about the timestream. The Time Institute crumbles. (Berger; Levitz; LaRocque/ DeCarlo)

SUPERMAN [second series] # 7
cover date: July 1987
title: "Rampage!"
comments: It is clearly stated that the events of the next issue occur between pages 22 and 23 of this issue and take 3 days. No Legion appearances.

TALES OF THE LEGION OF SUPER-HEROES # 349
cover date: July 1987
title: (*Legion* reprint): LEGION OF SUPER-HEROES [third series] #24
comments: Reprint.

LEGION OF SUPER-HEROES [third series] # 37
cover date: August 1987
title: "A Twist In Time"
comments: Chapter one in the Pocket Universe saga. The Legionnaires reassemble the time beacon. Brainiac 5 builds an improved time bubble. Mon-El pushes the bubble (carrying Brainiac 5, Ultra Boy, Cosmic Boy, Night Girl, Blok, Invisible Kid II, and Sun Boy) into the timestream. The Legionnaires attempt to travel to the end of time seeking the Time Trapper, but are diverted by the Trapper into the past to Superboy's time. Mon-El, Ultra Boy, Cosmic Boy, and Night Girl adopt standard clothing and enter Smallville. Pete Ross, an honorary Legionnaire, sees the Legionnaires and tells them that, a few weeks earlier, Superboy saved them from red skies and an energy wall. When the Legionnaires arrive at the Kent home, Clark Kent greets them, but then freezes them with a time stasis ray. Outside, Pete hears their screams and searches out the remaining Legionnaires. Pete tells them that he believes that Superboy and the others are in trouble and that they should escape and plan a rescue. As they leave in their time bubble, Superboy arrives and attempts to freeze them also. They escape and Superboy goes after them. In the 30th century, Universo is brought to Labyrinth and Wildfire forms a new body. (Berger; Levitz; LaRocque/ DeCarlo)

WHO'S WHO: UPDATE '87 # 1
cover date: August 1987
title: untitled
comments: Who's Who features include pages on: Amethyst, Atmos, Booster Gold, Caress.

SUPERMAN [second series] # 8
cover date: August 1987
title: "Future Shock"
comments: Chapter two in the Pocket Universe saga. While visiting Smallville, Superman becomes aware of four strange beings ... they are none other than Brainiac 5, Sun Boy, Invisible Kid [II], and Blok (none of whom Superman has ever met). As he approaches to question them, his heat vision inexplicably fires at the Legionnaires. A battle ensues. Brainiac 5 breaks up the fight with his force shield belt when he realizes that the attacker is not Superboy. Brainiac 5 tells Superman of Superboy's induction and his battles against the Fatal Five, the

Legion of Super-Villains, and the Time Trapper. He goes on to explain that, recently, Cosmic Boy vacationed in the 20th century and discovered that history was very different from what they knew. The Legionnaires had planned on traveling to the end of time to confront the Time Trapper, but ended up in the past instead. Just then Superboy arrives and freezes Superman and the four Legionnaires with a time stasis ray. Note: This story mentions the Crisis On Infinite Earths and the appearance then of the Superboy of Earth Prime and how that Superboy went off to live in limbo. (Carlin/ Helfer; Byrne; Byrne/ Kesel)

ACTION COMICS # 591
cover date: August 1987
title: (*Superman* feature): "Past Imperfect"
comments: Chapter three in the Pocket Universe saga. Superboy holds Superman, Brainiac 5, Sun Boy, Invisible Kid [II], and Blok in a time stasis ray. Superboy places the four Legionnaires into the time bubble and begins his trip to the end of time, leaving Superman behind. Suddenly, the ray's effects wear off and Superman goes after Superboy. Superman grabs Superboy's leg, but the forces of the timestream are so great that he can't hold on. Superman crashes to the ground and is found by the teen-age Pete Ross ... Superman discovers that he has been flung into the Pocket Universe. In space, Krypto senses that his master, Superboy, is in danger. While he waits for Superboy at the end of time, the Time Trapper remembers how he had discovered that the Legion was inspired by the legend of Superboy, however when he viewed the 20th century he found that Superman never had a career as Superboy! When he saw that the Legion was about to take their newly built time bubble to travel back and meet Superboy, he came up with a plan. He reached back one million years and snared "a moment" from between moments. From this "slice" of time he created a Pocket Universe. Within that Universe, he manipulated events such that only Krypton and Earth produced life. When Krypton exploded, he saw to it that the sole survivor eventually became the mighty Superboy. Every time the Legion would travel into the past, the Time Trapper would divert the Legion into this Pocket Universe. Neither Superboy nor the Legion were the wiser. When the Crisis threatened the Pocket Universe Earth, the Time Trapper used his power to stop the destruction ... but only after Superboy agreed to become his slave! Back in the past, Pete Ross brings Superman to the Kents. Superboy shows up and attacks. Krypto joins his master. Krypto gets the idea to use gold kryptonite to take away Superman's powers. Although it means sacrificing his powers to retrieve the gold K, Krypto does so willingly. Pa Kent finds the powerless (and now unintelligent) Krypto with the gold K and realizes what Krypto was up to. Pa Kent puts all forms of kryptonite into a lead container and brings them to the battle zone. Pa Kent exposes Superman to the myriad kryptonites ... yet they have no effect! Superman uses his microscopic vision to analyze the rocks and discovers that, although they contain the same elements as his green kryptonite, they actually give off a completely different radiation. Superman surmises that Superboy wanted him to win so that he could help protect the Pocket Universe and the Legionnaires from the Time Trapper. Superboy frees the four Legionnaires.

After returning Superman to his own time and universe, Superboy continues his trip to the end of time, with the Legionnaires posing as his prisoners. (Carlin/ Helfer; Byrne; Byrne/ Williams)

TALES OF THE LEGION OF SUPER-HEROES # 350
cover date: August 1987
title: (*Legion* reprint): LEGION OF SUPER-HEROES [third series] #25
comments: Reprint.

WHO'S WHO: UPDATE '87 # 2
cover date: September 1987
title: untitled
comments: Who's Who features include pages on: No Legion pages this issue.

LEGION OF SUPER-HEROES [third series] # 38
cover date: September 1987
title: "The Greatest Hero Of Them All"
comments: Chapter four in the Pocket Universe saga. Superboy tells Brainiac 5, Blok, Sun Boy, and Invisible Kid II about the red skies and the deal he made with the Time Trapper to save his world. Elsewhere, the Time Trapper tells the same story to Mon-El, Ultra Boy, Cosmic Boy, and Night Girl. Superboy arrives with his "captives". The Time Trapper gives Superboy a device to shoot the Legionnaires dead. Superboy rebels and the Legionnaires are freed. All battle the Time Trapper. The device which was protecting the Pocket Universe is destroyed. The Time Trapper leaves them to their doom. Superboy uses himself to contain the energies. The Pocket Universe is transported by the machinery to someplace safe. The injured Superboy then pushes the time bubble containing the Legionnaires back to the 30th century. The effort proves to be too much for the teen of steel ... Superboy dies. Superboy is buried in the 30th century. Note: A Supergirl statue is depicted. (Berger; Levitz; LaRocque/ DeCarlo)

TALES OF THE LEGION OF SUPER-HEROES # 351
cover date: September 1987
title: (*Legion* reprint): LEGION OF SUPER-HEROES [third series] #26
comments: Reprint.

FOCUS # 1
cover date: Summer 1987
title: (features): untitled
comments: This one-shot contains articles on the *WANDERERS* and *MILLENNIUM* series.

WHO'S WHO: UPDATE '87 # 3
cover date: October 1987
title: untitled
comments: Who's Who features include pages on: Legion of Substitute Heroes.

LEGION OF SUPER-HEROES [third series] # 39
cover date: October 1987
title: "The One That Got Away"
comments: The origin of Colossal Boy is retold. Officer Gigi Cusimano is promoted to Chief. Note: First appearance of Calcu-Lad, who applied with Chameleon Boy and Colossal Boy. (Berger; Levitz; LaRocque/ DeCarlo; Swan/ Tanghal)

LEGION OF SUPER-HEROES [third series] ANNUAL # 3
cover date: 1987
title: "There's No Substitute For the Real Thing"
comments: On Kathoon, Cosmic Boy and Night Girl enjoy some downtime. They are called upon when enormous quantities of power begin disappearing. Cosmic Boy and Night Girl track down the thieves and discover the Dominators. On Earth, the last of the Legionnaires leaves to serve as honor guard on Weber's World for the new treaty between the Dominators and the United Planets. Bouncing Boy takes Karate Kid II, Comet Queen, and Visi-Lad with him to perform monitor duty. They receive a signal from Cosmic Boy and Bouncing Boy, Karate Kid II, and Comet Queen respond. After arriving on Kathoon and meeting with Cosmic Boy and Night Girl, they all learn of the Dominator plot to destroy Weber's World, sparking a war. The five heroes stop the Dominators from carrying out their plan. Cosmic Boy and the others join with Duo Damsel to form the new Legion of Substitute Heroes. Note: More unnamed Academy students are depicted in this issue. (Berger; Levitz; LaRocque/ DeCarlo)

TALES OF THE LEGION OF SUPER-HEROES # 352
cover date: October 1987
title: (*Legion* reprint): LEGION OF SUPER-HEROES [third series] #27
comments: Reprint.

TALES OF THE LEGION OF SUPER-HEROES ANNUAL # 5
cover date: 1987
title: (*Legion* reprint): LEGION OF SUPER-HEROES [third series] ANNUAL #2
comments: Reprint.

WHO'S WHO: UPDATE '87 # 4
cover date: November 1987
title: untitled
comments: Who's Who features include pages on: Mentalla, Mon-El.

AMETHYST [second series] # 1
cover date: November 1987
title: "... And Wait the Pointed Hour"
comments: Wrynn, son of Lord Topaz and Lady Turquoise, is made an agent of the Lords of Chaos and is renamed Mordru. (Berger; Giffen/ Newell; Maroto)

LEGION OF SUPER-HEROES [third series] # 40
cover date: November 1987
title: "What Starfinger Touches ..."
comments: Part one of two. Starfinger II attacks Legion headquarters from orbit. Note: Laurel Kent makes the statement that she is older than she looks. (Berger; Levitz; LaRocque/ Jurgens/ DeCarlo)

TALES OF THE LEGION OF SUPER-HEROES # 353
cover date: November 1987
title: (*Legion* reprint): LEGION OF SUPER-HEROES [third series] #28
comments: Reprint.

WHO'S WHO: UPDATE '87 # 5
cover date: December 1987
title: untitled
comments: Who's Who features include pages on: Starfinger II, Superboy, Zymyr.

LEGION OF SUPER-HEROES [third series] # 41
cover date: December 1987
title: "... Shall Ne'er Burn So Bright ..."
comments: Part two of two. Starlight and Starbright attack the Legionnaires. Starfinger II destroys his own satellite in an attempt to kill the Legion, disappearing thereafter. Brainiac 5 is shown to be deep in experimentation. Note: First appearance of Starlight and Starbright. (Berger; Levitz; LaRocque/ DeCarlo)

AMETHYST [second series] # 2
cover date: December 1987
title: "Winter Kills!"
comments: Mordru appears. (Berger; Giffen/ Newell; Maroto)

TALES OF THE LEGION OF SUPER-HEROES # 354
cover date: December 1987
title: (*Legion* reprint): LEGION OF SUPER-HEROES [third series] #29
comments: Reprint.

MILLENNIUM # 1
cover date: 1988
title: "Over"
comments: Earth Manhunter agents gather. Laurel Kent appears behind the scenes only, no actual appearances.

AMETHYST [second series] # 3
cover date: January 1988
title: "Bloody Sun At Noon"
comments: Mordru (Wrynn) kills his brother. (Berger; Giffen/ Newell; Maroto)

LEGION OF SUPER-HEROES [third series] # 42
cover date: January 1988
title: "To Sleep A Thousand Years ..."
comments: Millennium crossover (week 2). Part one of two. Laurel Kent is revealed to be a Manhunter android. Laurel dates Sun Boy to gain access to the Legion's multi-lab. Brainiac 5 discovers her accessing his computers. Chameleon Boy leaves for a personal mission. Laurel battles Brainiac 5 and then Shadow Lass, Shrinking Violet, and Tellus. Laurel shows that she has greater powers than just the invulnerability which they were aware of. Laurel grabs the device containing the information which she was searching for and escapes. Chameleon Boy sees Laurel flying over Metropolis. Cham reaches Medicus One, where he visits Colossal Boy, who was wounded battling Starfinger II. Brainiac 5, following up on a theory about Laurel, brings other Legionnaires with him to the Himalayas. Brainy learned that Laurel was accessing genealogical files and has brought them to a Buddhist temple which contains one of the worlds most extensive genealogical computer libraries. Tellus warns Brainiac 5 telepathically that the monks are not human. When the monks attempt to destroy the Legionnaires, they learn that Brainy has enveloped them in his force-field. After defeating the androids, the Legionnaires find Laurel in another room, sitting on a throne, wearing a Manhunter uniform. Laurel explains that she is a Manhunter who has waited a thousand years to destroy the emerging proto-gods known as the Chosen. She then uses green energy to destroy the temple. (Berger; Levitz; LaRocque/ DeCarlo)

MILLENNIUM # 2
cover date: 1988
title: "Under"
comments: Laurel Kent appears.

SECRET ORIGINS [second ongoing series] # 22
cover date: January 1988
title: "No Man Escapes the Manhunters!"
comments: Mention of Laurel Kent in Chapter VI "Rebirth - - and Revenge". It is said of her that she does not seem to have been fully activated. No Legion appearances.

AMETHYST [second series] # 4
cover date: February 1988
title: "After the Fall"
comments: Amethyst buries Mordru beneath the surface of Gemworld and then merges with the planet. A thousand years later, the White Witch reads of the tale. (Berger; Giffen/ Newell; Maroto)

LEGION OF SUPER-HEROES [third series] # 43
cover date: February 1988
title: "... And Wake To Find A Dream"
comments: Millennium crossover (week 6). Part two of two. Protected by Brainiac 5's force-field, the Legionnaires free themselves from the temple wreckage. Back at Legion headquarters, the Legionnaires discuss their options. The assembled members learn that Chameleon Boy has signed himself out for some detached duty, a privilege granted him as head of the Legion Espionage Squad. A team of Legionnaires head to the Greater Amazon Region, following a rumor of an immortality cult. The heroes are attacked, but discover that the cult is human. One cult member mentions that, of all the humanoids, Coluans are the race closest to immortality. The Science Police learn that Laurel Kent is attacking the Grand Canyon. Laurel is certain that the immortals live in the Canyon. The Legion members arrive and counter-attack. Laurel reveals that she has improved her android form many times over the past ten centuries, using the Guardians' green energy. Laurel steals a device from Brainiac 5, which he was using to track the green energy. Chameleon Boy arrives on Rimbor and assumes the identity of Mo Seh of Rimbor. Laurel uses Brainy's device to track a source of green energy back to the Himalayas. There she discovers a great palace. The Legionnaires attack. During their battle, Laurel realizes that the Chosen have long departed. Admitting failure, Laurel Kent self-destructs. Surviving once again inside Brainiac 5's force-field, the Legionnaires gather up Laurel's remains and bury them. They discuss the fact that they tricked her by creating the city and irradiating it with green energy. As Timber Wolf reports to Polar Boy that Quislet's room contains nothing but a black hole, Atmos arrives to join the Legion. (Berger; Levitz; LaRocque/ DeCarlo)

SECRET ORIGINS [second ongoing series] # 23
cover date: February 1988
title: story one: "The Secret Origin of the Guardians of the Universe"
comments: The origin of the Controllers is revealed. No Legion appearances.

LEGION OF SUPER-HEROES [third series] # 44
cover date: March 1988
title: "Quislet's Story"
comments: Brainiac 5 analyzes the black hole in Quislet's room and concludes that he and Wildfire probably created it themselves. The hole actually was a transport system which enabled Quislet and Wildfire to travel to Quislet's home ... the energy universe of Teall. Once there, Quislet's fellow energy beings rip Quislet out of the "borrowed" Trans-D-Vessel and punish him. Back in the Earth dimension, Atmos demonstrates his power to Polar Boy. Wildfire learns the history of Teall and the origin of Quislet. Wildfire and Quislet return to the Earth dimension, barely escaping the angry Teall beings. Elsewhere, on Ventura, the Luck Lords watch the Ranzz family in its mystic fire. Note: First appearance of the true Luck Lords. (Berger; Levitz; LaRocque/ DeCarlo)

ADVENTURES OF SUPERMAN #438
cover date: March 1988
title: "... The Amazing Brainiac"
comments: First appearance and origin of the post-Crisis Brainiac. Vril Dox II behind the scenes, no actual appearance. No Legion appearances.

THE GREATEST SUPERMAN STORIES EVER TOLD volume 1
cover date: 1988
title: (*Superman* reprints): SUPERMAN [first series] #149 and 162
comments: Hardcover edition. This book later appears in softcover.

LEGION OF SUPER-HEROES [third series] # 45
cover date: April 1988
title: "Unlucky Streak"
comments: The three remaining Luck Lords await a final convergence ... a time when they can finally succeed in their attempts to destroy Garth Ranzz, a man whose life is tied to the ascendance of reason over chance. Lightning Lord escapes from Labyrinth. The Luck Lords review the origins of Lightning Lad, Lightning Lass, and Lightning Lord. They then review the "death" of Garth Ranzz when he battled Zaryan the Conqueror, and his subsequent revival. The Luck Lords then review the loss of his arm to the Super-Moby Dick of Space. They then review one of the earliest battles between Garth and Mekt. After that, they review the wedding of Garth Ranzz and Imra Ardeen. Finally, they view Garth and Imra in their home. The Luck Lords watch as the convergence comes ... the time for Mekt Ranzz to kill his brother Garth. Garth succeeds in defeating Mekt and the convergence passes. Elsewhere, the Legionnaires discuss Atmos' application and Brainiac 5 continues a mysterious project. Note: Special 64-page 30th anniversary issue. (Berger; Levitz; LaRocque/ DeCarlo/ Schaffenberger/ Swan/ Cockrum/ Grell/ Giffen/ Giordano/ Starr)

SECRET ORIGINS [second ongoing series] # 25
cover date: April 1988
title: story one: "The Dreams of Youth"
comments: R. J. Brande tells the origin of the Legion of Super-Heroes. Also, information on the Legion is presented in the text page "Secret Admirers". (Waid; Levitz; Stasi/ Giordano)

WHO'S WHO IN THE LEGION OF SUPER-HEROES # 1
cover date: April 1988
title: untitled
comments: Seven issue mini-series. Who's Who features include pages on: Absorbancy Boy through Dr. Gym'll. These pages are framed by an untitled story of the Legion dealing with Legion history from their creation up until the time that Karate Kid, Projectra, Ferro Lad, and Nemesis Kid joined. A special feature appears on the inside back cover: the alphabet, number system, and Legion symbols in Interlac.

LEGION OF SUPER-HEROES [third series] # 46
cover date: May 1988
title: "On the Fourth Hand"
comments: On Rimbor, Chameleon Boy continues his mission in the guise of Mo Seh. Atmos demonstrates his powers to Bouncing Boy and Duo Damsel. Atmos blasts Bouncing Boy when he is told he is not ready to be a Legionnaire. Tellus detects thoughts of the conspiracy in Saturn Girl's mind. Note: Four Legionnaires (Brainiac 5, Mon-El, Duo Damsel, and Saturn Girl) form a secret conspiracy. Refer to *LEGION OF SUPER-HEROES [fourth series] ANNUAL #1* for glimpses of the "Glorith reality" revision of the events of this issue. (Berger; Levitz; LaRocque/ Broderick/ DeCarlo)

LEGION OF SUPER-HEROES [third series] # 47
cover date: June 1988
title: "Conspiracy Theory"
comments: Tellus tells Magnetic Kid of the conspiracy. Chameleon Boy successfully infiltrates Starfinger's organization on Rimbor. Sensor Girl confronts Brainiac 5 about the conspiracy. At the Legion Academy, Tellus tells Duo Damsel about the conspiracy. Note: More unnamed Academy students are depicted in this issue. (Berger; Levitz; LaRocque/ Broderick/ DeCarlo)

WHO'S WHO IN THE LEGION OF SUPER-HEROES # 2
cover date: June 1988
title: untitled
comments: Who's Who features include pages on: Dr. Mayavale through High Seer. These pages are framed by an untitled story dealing with Legion history, picking up where the previous issue left off and continuing to the present. A special feature appears on the inside back cover: the Legion Constitution sections 1.0 through 3.6.

HISTORY OF THE DC UNIVERSE # nn
cover date: 1988
title: (*DC Universe* reprints): HISTORY OF THE DC UNIVERSE #1-2
comments: This hardcover edition combines the two issue mini-series *HISTORY OF THE DC UNIVERSE #1* and *2* into one volume.

THE WANDERERS # 1
cover date: June 1988
title: "From Graves of Nothing ..."
comments: Clonus, a Controller, finds the dead Wanderers. The clone of Clonus also appears. Clonus clones six of the seven Wanderers (not enough genetic material to clone Celebrand). The Wanderers' clones are given the memories of the originals (Legion shown). Prime Clonus dies. (Berger; Moench; Hoover/ Campanella)

LEGION OF SUPER-HEROES [third series] # 48
cover date: July 1988
title: "A Time To Die"
comments: Duo Damsel contacts Brainiac 5 and Saturn Girl about the conspiracy. The conspirators have Mon-El bring a white dwarf star to the multi-lab in an attempt to power their plan. Sensor Girl contacts Tellus and Magnetic Kid about confronting the conspirators. Brainiac 5 loses control of the white dwarf and the Legion help remove it. In Starfinger's headquarters, Chameleon Boy realizes that the injured Colossal Boy has also infiltrated Starfinger's lair. (Berger; Levitz; LaRocque/ DeCarlo)

WHO'S WHO IN THE LEGION OF SUPER-HEROES # 3
cover date: July 1988
title: untitled
comments: Who's Who features include pages on: Heroes of Lallor through Legion of Super-Rejects. These pages are framed by an untitled story of the Legion dealing with the worlds of the 30th century. A special feature appears on the inside back cover: the Legion Constitution sections 3.7 through 4.6.

THE WANDERERS # 2
cover date: July 1988
title: "... To Heavens of Everything"
comments: The Wanderers are attacked by a Controller. The clone of Clonus dies. (Berger; Moench; Hoover/ Campanella)

LEGION OF SUPER-HEROES [third series] # 49
cover date: August 1988
title: "A Time To Live"
comments: Sensor Girl confronts the conspirators. Suddenly, all the Legionnaires wearing flight rings double over in pain. Elsewhere, Starfinger is furious because it was his doing and they should have died. Later, the conspiracy is revealed ... the four plan to go after the Time Trapper for his murder of Superboy. The Legionnaires unite in the cause. Later, Sensor Girl searches and finds Rond Vidar, who has been in hiding since his "death". He returns to aid the Legionnaires in breaking the time barrier. Starfinger discovers Chameleon Boy and Colossal Boy. (Berger; Levitz; Broderick/ DeCarlo)

WHO'S WHO: UPDATE '88 # 1
cover date: August 1988
title: untitled
comments: Who's Who features include pages on: Brainiac 5 mentioned in Brainiac entry.

WHO'S WHO IN THE LEGION OF SUPER-HEROES # 4
cover date: August 1988
title: untitled
comments: Who's Who features include pages on: Legion of Super-Villains through Mon-El. These pages are framed by an untitled story of the Legion dealing with the homeworlds of the Legionnaires. A special feature appears on the inside back cover: the Legion Constitution sections 5.0 through 6.8.

THE WANDERERS # 3
cover date: August 1988
title: "A Dream of Monsters"
comments: The new Wanderers meet Legionnaires Wildfire, Lightning Lass, and White Witch. (Berger; Moench; Hoover/ Campanella)

LEGION OF SUPER-HEROES [third series] # 50
cover date: September 1988
title: "Life and Death and the End of Time"
comments: As Mon-El sets up equipment for Brainiac 5's experiments, he wonders why the Time Trapper doesn't just kill them all at a point in time before they even knew of his existence. He concludes that either, for some reason, he chooses not to or he can't. Brainiac 5 and Rond Vidar take the brain-dead Jaxon Rugarth and recreate the experiment which first turned him into the Infinite Man. Disgusted, the White Witch leaves. As Rugarth undergoes his transformation, Brainiac 5 activates the time cube and sends himself and the other conspirators to the end of time to battle the Time Trapper ... intentionally leaving behind the other Legionnaires. Unbeknownst to the conspirators, Rond Vidar is also aboard. Brainiac 5 gives Rond a spare force-shield generator. As they approach the end of time, Rugarth begins his transformation into the Infinite Man. The heroes confront the Time Trapper. The Trapper destroys the time cube. Saturn Girl attempts a mental assault and, as she suffers feedback, says "No! It - - it can't be!". The Time Trapper destroys Luornu's second body. To the horror of the Legionnaires, Rond Vidar proceeds to attack the Time Trapper. Rond Vidar, who is unknown to the Time Trapper, attacks with green energy ... revealing himself to be a Green Lantern! The Guardians of the Universe had secretly given Rond the ring once worn by his father, Universo, who was also a Green Lantern. Rond fails and Mon-El attacks, only to be maimed. Only Brainiac 5 stands. As the Time Trapper prepares to dispose of Brainiac 5, Brainy mentions the theory that time is circular and calls forth the Infinite Man. The Trapper knows nothing of this being. The two great temporal entities battle. Brainiac 5 uses the power of his force-shield to push the Infinite Man through the last barrier ... the Infinite Man forgives Brainy for his plight and drags the Trapper with him to the beginning of time! Rond uses his power ring to return himself and the Legionnaires back to the 30th century. Note: Special 48-page conclusion to the conspiracy storyline. Refer to *LEGION OF SUPER-HEROES [fourth series] ANNUAL #1* for glimpses of the "Glorith reality" revision of the events of this issue. (Berger; Levitz; Giffen/ DeCarlo)

SUPERMAN [second series] # 21
cover date: September 1988
title: "You Can't Go Home Again"
comments: Supergirl saga, part one. Flashback to *SUPERMAN [second series] #8.*

WHO'S WHO: UPDATE '88 # 2
cover date: September 1988
title: untitled
comments: Who's Who features include pages on: Mordru.

ADVENTURES OF SUPERMAN # 444
cover date: September 1988
title: "Parallel Lives Meet At Infinity ..."
comments: Supergirl saga, part two. Flashback to the Time Trapper and the origin of the Legion of Super-Heroes.

WHO'S WHO IN THE LEGION OF SUPER-HEROES # 5
cover date: September 1988
title: untitled
comments: Who's Who features include pages on: Mordru through Science Police. These pages are framed by an untitled story of the Legion dealing with the Legion headquarters. A special feature appears on the inside back cover: the Legion Constitution sections 7.0 through 7.11.

THE WANDERERS # 4
cover date: September 1988
title: "... The Short Path To Hell"
comments: The secret of Clonus is revealed. (Berger; Moench; Hoover/ Campanella)

DIRECT CURRENTS # 11
cover date: November 1988
title: none
comments: This monthly giveaway contains listings of the DC titles scheduled to appear in the coming month. The back cover of this issue reprints the cover of *ADVENTURE COMICS #300.*

LEGION OF SUPER-HEROES [third series] # 51
cover date: October 1988
title: "The Trial of Brainiac Five"
comments: Brainiac 5 is charged by the Legion with the murder of Jaxon Rugarth. Brainy informs Shadow Lass that Mon-El's injuries are beyond repair. Rond Vidar appears (as a Green Lantern) and testifies on Brainiac 5's behalf. Phantom Girl leaves on Legion Espionage business. Brainiac 5 is acquitted of the charges against him. Brainy resigns following his trial, giving Luornu his force-shield belt before returning to Colu. Brainy also creates a humanoid form for Computo before he leaves. Shadow Kid completes his course work at the Legion Academy and returns to Talok VIII; a place is prepared for a new student from Gil'dishpan. Note: First appearance of Garak of the Glow. Phantom Girl dons a new costume. (Berger; Levitz/ Giffen; Giffen/ DeCarlo)

SUPERMAN [second series] # 22
cover date: October 1988
title: "The Price"
comments: Supergirl saga, part three. Superman executes the Pocket Universe Kryptonian criminals. No Legion appearances.

WHO'S WHO: UPDATE '88 # 3
cover date: October 1988
title: untitled
comments: Who's Who features include pages on: Quislet.

WHO'S WHO IN THE LEGION OF SUPER-HEROES # 6
cover date: October 1988
title: untitled
comments: Who's Who features include pages on: Sden through Timber Wolf. These pages are framed by a story entitled "The Wonders of Metropolis" dealing with 30th century Metropolis. A special feature appears on the inside back cover: the Legion Constitution sections 8.0 through 8.6.

THE WANDERERS # 5
cover date: October 1988
title: "The Children's Hour"
comments: The secret of the Wanderers is revealed. (Berger; Moench; Hoover/ Campanella)

DIRECT CURRENTS # 12
cover date: December 1988
title: none
comments: This monthly giveaway contains listings of the DC titles scheduled to appear in the coming month. The back cover of this issue reprints the cover of *DC SUPER-STARS #17*.

JUSTICE LEAGUE INTERNATIONAL # 19
cover date: November 1988
title: "No More Mr. Nice-Guy!"
comments: Khunds mentioned.

LEGION OF SUPER-HEROES [third series] # 52
cover date: November 1988
title: "Rites of Passage"
comments: Following medical treatment on Daxam, Shadow Lass binds herself to Mon-El in a Talokian marriage rite. A team discovers Hywyndr, a Gil'dishpanian causing trouble on Braal. Note: Blok dons new costume. (Berger; Levitz/ Giffen; Giffen/ DeCarlo)

WHO'S WHO: UPDATE '88 # 4
cover date: November 1988
title: untitled
comments: Who's Who features include pages on: Wanderers, Wildfire.

WHO'S WHO IN THE LEGION OF SUPER-HEROES # 7
cover date: November 1988
title: untitled
comments: Who's Who features include pages on: Time Trapper through Zoraz. These pages are framed by an untitled story of the Legion dealing with the Legion Academy, headquarters, costumes, and Legionnaires' family members. A special feature appears on the inside back cover: corrections to the entries of the first six issues.

LEGION OF SUPER-HEROES [third series] ANNUAL # 4
cover date: 1988
title: story one: "Secrets Within the Star"
comments: The Legion frees Chameleon Boy and Colossal Boy from Starfinger II, who retreats inside his ring. The origin of Starfinger II is revealed. (Berger; Levitz; Kitson/ Patterson/ Tanghal)
title: story two: "Private Lives"
comments: Dream Girl resigns, deciding to go with Atmos to Xanthu. (Berger; Levitz; Leach)

STARMAN [first series] # 2
cover date: November 1988
title: "Field Testing"
comments: A disguised Durlan appears.

THE WANDERERS # 6
cover date: November 1988
title: "Down These Mean Canals ..."
comments: Clonus reveals to Re-Animage that he spliced a few of Celebrand's genes into Re-Animage's left lung. (Berger; Moench; Hoover/ Campanella)

LEGION OF SUPER-HEROES [third series] # 53
cover date: December 1988
title: "Hunters and Hunted"
comments: The Legion stop Hywyndr from terraforming Braal. Shadow Lass takes Mon-El off Daxam. They are attacked by, and defeat, a group of Khund warriors. Garak of the Glow is brought to Labyrinth. (Berger; Levitz/ Giffen; Giffen/ DeCarlo)

STARMAN [first series] # 3
cover date: December 1988
title: "Lone Star Takedown"
comments: A disguised Durlan appears.

THE WANDERERS # 7
cover date: December 1988
title: "Death After Life After Death"
comments: Re-Animage spotlight. Wanderers on Medtoria. (Berger; Moench; Hoover/ Campanella)

FLASH [second series] # 20
cover date: Winter 1988
title: "Lost, Worthless, and Forgotten ..."
comments: Lead up to Invasion! A Durlan appears.

LEGION OF SUPER-HEROES [third series] # 54
cover date: Winter 1988
title: "Strength in Numbers"
comments: Polar Boy issues new uniforms. Garak frees the Emerald Empress, his beloved, from Labyrinth. The Legion help contain other escaping criminals and defeat Garak. Luornu Durgo tests her new force-shield belt at the Legion Academy. (Berger; Levitz/ Giffen; Giffen/ DeCarlo)

ADVENTURES OF SUPERMAN # 448
cover date: Winter 1988
title: "The Ledge"
comments: The Project detects the coming Invasion. Dominators and Thanagarians appear.

POWER OF THE ATOM # 6
cover date: Winter 1988
title: "Time, Time, Time - - See What's Become of Me"
comments: Lead up to Invasion! Chronos tells Atom they must call a truce ... Earth is under attack!

SWAMP THING [second series] # 80
cover date: Winter 1988
title: "The Longest Day"
comments: Lead up to Invasion! Dominators eliminate the threat of Swamp Thing.

THE SPECTRE [first series] # 22
cover date: Winter 1988
title: "The Cow Butchers"
comments: Lead up to Invasion! The aliens shown is this story are actually a different invasion force.

STARMAN [first series] # 4
cover date: Winter 1988
title: "Baptism Of Fire!"
comments: A disguised Durlan appears.

THE WANDERERS # 8
cover date: Winter 1988
title: "Psyche's Story"
comments: Spotlight on Psyche, part 1 of 2. (Berger; Moench; Hoover/ Campanella)

INVASION # 1
cover date: none
title: "The Alien Alliance"
comments: Individuals, including Snapper Carr, are blasted with lethal energy in a Dominator experiment and their metagenes are triggered. The Alien Alliance is shown: the Dominators, the Khunds, the Thanagarians, the Durlans, the Gil'dishpan, the Okaarans, the Citadellians, the Psions, and six Daxamite observers. Note: First appearance of Vril Dox II and Garryn Bek. First post-Crisis 20th century appearance of the Daxamites. The Daxamites discover for the first time that they gain super-powers under a yellow sun. (Helfer; Giffen/ Mantlo; Giffen/ McFarlane/ Russel/ Gordon/ Rubinstein)

CHECKMATE # 11
cover date: Holiday 1988
title: "God Save the Queen"
comments: Invasion: First Strike! Alien races appear behind the scenes only.

FIRESTORM, THE NUCLEAR MAN # 80
cover date: Holiday 1988
title: "The Battle Joined!"
comments: Invasion: First Strike! Khunds appear.

FLASH [second series] # 21
cover date: Holiday 1988
title: "Invaded Lives Part One"
comments: Invasion: First Strike! Durlans appear.

MANHUNTER [first ongoing series] # 8
cover date: Holiday 1988
title: "Flash Point Part I"
comments: Invasion: First strike! Durlans appear. Flash crossover.

JUSTICE LEAGUE INTERNATIONAL [first series] #22
cover date: Holiday 1988
title: "Little Murders"
comments: Invasion: First Strike! Khunds appear.

WONDER WOMAN [second series] # 25
cover date: Holiday 1988
title: "The Burning School"
comments: Invasion: First Strike! Thanagarians and Khunds appear.

LEGION OF SUPER-HEROES [third series] # 55
cover date: Holiday 1988
title: "Different Paths"
comments: On the Sorcerers' World, the White Witch talks with Harlak, a Khund boy. On Colu, Brainiac 5 is forbidden to perform temporal experiments. On Xanthu, Dream Girl spends time with Atmos. Having followed a stranger promising information about his species, Blok is captured by the Inquisitor. Note: It is stated that the average life expectancy of a Coluan exceeds 600 years. (Berger; Levitz/ Giffen; Giffen/ Colon/ Garcia-Lopez/ Larsen/ Gordon)

SECRET ORIGINS [second ongoing series] # 35
cover date: Holiday 1988
title: story one: "From the Depths"
comments: Origin of Booster Gold. Story shows Booster's acquisition of a Legion flight ring and Brainiac 5's force-shield belt.

SUPERMAN [second series] # 26
cover date: Holiday 1988
title: "... It's Just A Shot Away!"
comments: Invasion: First Strike! Thanagarians appear.

ADVENTURES OF SUPERMAN # 449
cover date: Holiday 1988
title: "Search"
comments: Invasion: First Strike! Dominators appear. Superman meets with other heroes to battle the invading alien forces.

ANIMAL MAN # 6
cover date: Holiday 1988
title: "Birds Of Prey"
comments: Invasion: First Strike! Thanagarians appear.

DOOM PATROL [second series] # 17
cover date: Holiday 1988
title: "From Gil'dishpan ... With Doom!"
comments: Invasion: First Strike! Gil'dishpan appear.

POWER OF THE ATOM # 7
cover date: Holiday 1988
title: "Behind Enemy Lines!"
comments: Invasion: First Strike! Khunds, Daxamites, and Okaarans appear.

STARMAN [first series] # 5
cover date: Holiday 1988
title: "Don't You Know There's A War Going On?"
comments: Invasion: First Strike! Khunds, Dominators, and Durlans appear.

SWAMP THING [second series] # 81
cover date: Holiday 1988
title: "Widowsweed"
comments: Invasion: First Strike! Dominators appear.

THE WANDERERS # 9
cover date: Holiday 1988
title: "Daughter of the Dead"
comments: Spotlight on Psyche, part 2 of 2. (Berger; Moench; Hoover/ Campanella)

DAILY PLANET
cover date: 1988
title: untitled
comments: This one-shot was published in a mock newspaper format to resemble an actual Daily Planet newspaper covering the Invasion.

CAPTAIN ATOM # 24
cover date: Holiday 1988
title: "War-Day"
comments: Invasion: First Strike! Durlans appear.

NEW GUARDIANS # 6
cover date: Holiday 1988
title: "Fatal Pursuits"
comments: Invasion: First strike! Okaarans appear.

DETECTIVE COMICS # 595
cover date: Holiday 1988
title: story one: "Our Man In Havana"
comments: Invasion: First Strike! Khunds, Durlans, and Thanagarians appear.

THE SPECTRE [first series] # 23
cover date: Holiday 1988
title: "House of the Secret Enemy"
comments: Invasion: First Strike! The aliens shown in this story are actually a different invasion force.

INVASION # 2
cover date: none
title: "Battleground Earth"
comments: Heroes unite against the alien invasion. The Daxamites battle Superman. When the Daxamites weaken, they are saved by Superman. They realize that something in Earth's atmosphere is killing them. Because of Superman's act of kindness, they decide to change sides. Five of the six Daxamites remain safely in space. The sixth Daxamite dies on Earth, signaling Daxam as to the change in alliance. Earth succeeds in defeating the Alien Alliance. Note: It is later revealed that the dead Daxamite is Kel Gand, father of Lar Gand. First appearance of "the Durlan" (later R. J. Brande) who is shown to be in Vril Dox's debt. First appearance of Lyrissa Mallor, Strata, and the Durlan. (Helfer; Giffen/ Mantlo; Giffen/ McFarlane/ Russel/ Gordon/ Rubinstein/ Christopher)

CHRISTMAS WITH THE SUPER-HEROES # 1
cover date: 1988
title: (*Legion* reprint): SUPER-STAR HOLIDAY SPECIAL (DC SPECIAL SERIES #21) (story five)
comments: Reprint.

FIRESTORM, THE NUCLEAR MAN # 81
cover date: January 1989
title: "Warbonds"
comments: Invasion: Aftermath! Alien ships shown. Gene-bomb explodes at end of story.

FLASH [second series] # 22
cover date: January 1989
title: "Invaded Lives Part Two"
comments: Invasion: Aftermath! Durlans appear. Also, Wally attends a costume party; one of the guests wears an Ultra Boy costume.

MANHUNTER [first ongoing series] # 9
cover date: January 1989
title: "Flash Point Part 2"
comments: Invasion: Aftermath! Durlans appear. Flash crosses over. Gene-bomb explodes at end of story.

JUSTICE LEAGUE INTERNATIONAL [first series] #23
cover date: January 1989
title: "Gross Injustice"
comments: Invasion: Aftermath! Alien ship shown. Gene-bomb explodes at end of story.

WONDER WOMAN [second series] # 26
cover date: January 1989
title: story one: "The Immortal Storm"
comments: Invasion: Aftermath! Durlans appear. Gene-bomb explodes at end of story.

LEGION OF SUPER-HEROES [third series] # 56
cover date: January 1989
title: "By Hope Ensnared"
comments: Legionnaires battle the Emerald Empress' minions on Manna-8. Blok undergoes physical changes and escapes the Inquisitor with Shadow Lass and Mon-El's help. (Berger; Levitz; Barreto/ DeCarlo/ Gordon)

SUPERMAN [second series] # 27
cover date: January 1989
title: "Of Course, You Know, This Means War!"
comments: Invasion: Aftermath! Flashbacks to the Invasion.

ADVENTURES OF SUPERMAN # 450
cover date: January 1989
title: "Triple Threat"
comments: Invasion: Aftermath! Gene-bomb explodes at end of story. Alien races appear behind the scenes only.

ANIMAL MAN # 7
cover date: January 1989
title: "The Death of the Red Mask"
comments: Invasion: Aftermath! Gene-bomb explodes at end of story. Alien races appear behind the scenes only.

DOOM PATROL [second series] # 18
cover date: January 1989
title: "Endings ... ... Beginnings"
comments: Invasion: Aftermath! Gene-bomb explodes at end of story. Alien races appear behind the scenes only.

POWER OF THE ATOM # 8
cover date: January 1989
title: "Eye of the Storm"
comments: Invasion: Aftermath! Khunds and Thanagarians appear. Gene-bomb explodes at end of story.

STARMAN [first series] # 6
cover date: January 1989
title: "Fortunes of War"
comments: Invasion: Aftermath! Durlans appear. Gene-bomb explodes at end of story.

CAPTAIN ATOM # 25
cover date: January 1989
title: "Slow Burn"
comments: Invasion: Aftermath! Gene-bomb explodes at end of story. Alien races appear behind the scenes only.

DETECTIVE COMICS # 596
cover date: January 1989
title: "Video Nasties"
comments: Invasion: Aftermath! (note: not labeled as Invasion! crossover). Gene-bomb explodes at end of story. Alien races appear behind the scenes only.

SUICIDE SQUAD # 23
cover date: January 1989
title: "Weird War Tales"
comments: Invasion: Aftermath! (note: not labeled as Invasion! crossover). Okaarans, Thanagarians, and Khunds appear. Gene-bomb explodes at end of story.

THE WANDERERS # 10
cover date: January 1989
title: "The Double Cue"
comments: Spotlight on Quantum Queen, part 1 of 2. (Berger; Moench; Hoover/ Campanella)

CHECKMATE # 12
cover date: February 1989
title: "Knight Launch"
comments: Invasion: Aftermath! Alien ships shown. Dominator shown in shadows. Gene-bomb explodes at end of story. Note: The *CHECKMATE* series skipped the January 1989 cover date.

NEW GUARDIANS # 7
cover date: February 1989
title: "Heartlands"
comments: Invasion: Aftermath! Gene-bomb explodes at end of story. Alien races appear behind the scenes only. Note: The *NEW GUARDIANS* series skipped the January 1989 cover date.

INVASION # 3
cover date: none
title: "World Without Heroes"
comments: The gene bomb detonates on Earth, triggering massive metagene activity. The individuals who acquired powers in issue *#1* form the Blasters. (Helfer; Giffen/ Mantlo; Giffen/ Sears/ Rubinstein/ Christopher/ Giordano/ Marcos)

JUSTICE LEAGUE INTERNATIONAL [first series] #24
cover date: February 1989
title: story one (*Justice League* feature): "The Road Less Travelled"
comments: Khunds appear. Note: Story two is a JLI Bonus Book.

WONDER WOMAN [second series] # 27
cover date: February 1989
title: "From Day Into Night"
comments: Wonder Woman battles Khunds.

LEGION OF SUPER-HEROES [third series] # 57
cover date: February 1989
title: "Under A Watchful Eye"
comments: The Emerald Empress kills the Inquisitor for failing to discover the secrets of immortality. The Empress comes to Earth seeking the secrets and ends up battling Invisible Kid. More Legionnaires join in the fight. Sarvisa of the Sorcerers' World leaves a message with Antonio Stefanacci, the curator of the Museum of the Mystic Arts. (Berger; Levitz/ Giffen; Giffen/ Gordon)

SECRET ORIGINS [second ongoing series] # 37
cover date: February 1989
title: story one: "The Secret Origin of the Legion of Substitute Heroes"
comments: Origin of the Legion of Substitute Heroes. First appearance of applicant Estimate Boy. This issue also reveals that the current reality's Night Girl tried out for Legion membership under the name "Strength Girl". Also, information on the Legion is presented in the text page "Secret Admirers". (Waid; Templeton; Templeton/ Van Brugeen)

L.E.G.I.O.N. '89 # 1
cover date: February 1989
title: "Homecoming"
comments: Vril Dox II, a Durlan, Lyrissa Mallor, Garryn Bek, Strata, and Stealth escape from the Alien Alliance in a cargo trawler. The six are to return home, beginning with Vril Dox of Colu. When the ship reaches Coluan orbit, it is attacked by a missile from the planet's surface. Garryn Bek pilots the ship to the planet's surface, barely avoiding destruction. The six leave the ship for cover, moments before it is finally destroyed. The group realize that Dox set them up. They are captured by Coluan forces. In prison, Lyrissa tells the others that although the planet is a seemingly normal world, it is actually ruled by the Computer Tyrants of Colu. Dox admits shamefully that he is the son of the greatest traitor that Colu has ever known. His father served the Tyrants willingly. Dox himself was born and accelerated to adulthood. Eventually, the Tyrants grew nervous and ridded themselves of the elder Vril Dox. The younger Dox was handed over to the Alien Alliance. Dox helped the five others escape in the trawler during a battle between the inmates and jailers. Dox intentionally brought them to Colu to help free it from the Tyrants. Bek notices that the Durlan is missing. The Durlan is discovered attempting to enter the Command Center. He destroys the attacking drones and causes an explosion which frees the others from their prisons. The Computer Tyrants decide that the best course of action is to destroy the entire building and all inside! Note: First appearance of Stealth. (Berger; Giffen/ Grant; Giffen/ Kitson/ DeCarlo)

THE SPECTRE [first series] # 24
cover date: February 1989
title: "Ghosts in the Machine Part I Boyz Be Bad"
comments: Aftermath of the Invasion shown on television. Note: The *SPECTRE* series skipped the January 1989 cover date.

STARMAN [first series] # 7
cover date: February 1989
title: "More Than Human?"
comments: This issue recaps Invasion! in flashback.

THE WANDERERS # 11
cover date: February 1989
title: "The Quantum Twist"
comments: Spotlight on Quantum Queen, part 2 of 2. (Berger; Moench; Hoover/ Campanella/ Vancata)

LEGION OF SUPER-HEROES [third series] # 58
cover date: March 1989
title: "If Thine Eye Offend Thee"
comments: The Legion battle the Emerald Empress. The Empress' Eye destroys Quislet's ship, forcing him to quit the Legion and return to Teall. In freeing the Empress from the power of the Eye, Sensor Girl accidentally kills her. (Berger; Levitz/ Giffen; Giffen/ Gordon)

L.E.G.I.O.N. '89 # 2
cover date: March 1989
title: "So You Want To Be A Despot?"
comments: The building containing Dox and his band is destroyed, killing over 300 people. The six survive underground. When sterilization units enter the tunnels, Lyrissa uses her powers, which alerts the Tyrants. The decision is made that the only choice is to head to the Central Core. The six make it to the restricted zone and succeed in shutting the Tyrants down. Vril Dox, his left hand badly burnt, worries for his newly freed people. (Berger; Giffen/ Grant; Giffen/ Kitson/ DeCarlo)

THE WANDERERS # 12
cover date: March 1989
title: "Nightsparks for the Wing"
comments: Spotlight on Aviax. (Berger; Moench; Hoover/ Campanella/ Vancata)

JUSTICE LEAGUE INTERNATIONAL # 25
cover date: April 1989
title: "Repossessions"
comments: Khunds mentioned.

LEGION OF SUPER-HEROES [third series] # 59
cover date: April 1989
title: "Ghosts in the Clubhouse"
comments: Sensor Girl is elected leader. Plus, an untold story of Invisible Kid [I] and Chemical King. (Berger; Levitz/ Giffen; Giffen/ DeCarlo, Bright/ Garzon)

L.E.G.I.O.N. '89 # 3
cover date: April 1989
title: "How To Win Friends and Influence People!"
comments: Dox and his group make it to the planet's surface and find the city in flames! Angry, Garryn Bek and Lyrissa Mallor leave. Above Colu, the collective electronic intelligence of the Computer Tyrants inhabit a synthetic humanoid form; it heads towards the planet. As Garryn and Lyrissa leave the planet, their ship hits and kills a space dolphin. Lyrissa panics and tells Garryn to head back to the planet. As Dox sets a bomb in the Central Core, the humanoid attacks. Dox recognizes it as the Computer Tyrants. In space, Lobo finds one of his dolphins dead. Garryn and Lyrissa join the others in their battle with the humanoid. Dox's face is badly burned. The bomb detonates, trapping the Tyrants in the humanoid form. Blind with fury, the humanoid takes off into space. Lobo watches the humanoid leave the planet and then heads to the surface. (Berger; Giffen/ Grant; Giffen/ Kitson/ DeCarlo)

THE WANDERERS # 13
cover date: April 1989
title: "nUFOrmites"
comments: The Wanderers meet aliens who may have created all the humanoid races. The Wanderers succeed in cloning a Celebrand embryo from the genetic material stored in Re-Animage's left lung. (Berger; Moench; Hoover/ Campanella/ Vancata)

BLASTERS SPECIAL # 1
cover date: 1989
title: "Blasters"
comments: The events of this issue take place soon after Invasion!. Second appearance of the Blasters as a team. A Dominator appears.

LEGION OF SUPER-HEROES [third series] # 60
cover date: May 1989
title: "When Magic Shall Return"
comments: The Magic Wars, part one of four. With Quislet's departure, Wildfire reverts back to a shapeless ball of anti-energy. Catastrophe erupts throughout the universe. The sorcerers' messenger warns Sensor Girl of worse to come. (Berger; Levitz/ Giffen; Giffen/ Gordon)

L.E.G.I.O.N. '89 # 4
cover date: May 1989
title: "The Godfather Pulls the Strings"
comments: Vril Dox has been working for three days to rig something which will help the planet Colu. The Durlan tells Dox that he objects to the enhanced charisma perception feature. That night, Dox turns on the city lights. He then starts the device which will de-program the Coluan people. Dox talks to the Durlan about interstellar law enforcement to prevent things like the Computer Tyrants and the Alien Alliance, something to fill the void left by the Green Lantern Corps. Lobo finds Dox and the Durlan. Dox tells Lobo that Garryn Bek is in charge. Lobo finds the others and a fight ensues. Lobo rips open Strata's chest, revealing crystal underneath. Lyrissa Mallor pisses Lobo off. Dox arrives to make Lobo an offer. (Berger; Giffen/ Grant; Giffen/ Kitson/ McKenna)

ACTION COMICS ANNUAL # 2
cover date: 1989
title: (featurette): "Matrix"
comments: This Matrix Who's Who featurette describes the Time Trapper's role in the creation of the Pocket Universe. No Legion references.

LEGION OF SUPER-HEROES [third series] # 61
cover date: June 1989
title: "Will Magic or Science Prevail?"
comments: The Legion struggle to restore science's dominance in the universe. Mon-El's vital signs flatline. Chlorophyll Kid and Fire Lad appear. (Berger; Levitz/ Giffen; Giffen/ Gordon)

THE GREATEST SUPERMAN STORIES EVER TOLD volume 1
cover date: 1988
title: (*Superman* reprints): SUPERMAN [first series] #149 and 162
comments: Softcover edition. This book previously appeared in hardcover.

L.E.G.I.O.N. '89 # 5
cover date: June 1989
title: "The Secret Diary of Garryn Bek"
comments: Vril Dox contracts Lobo to work for him. All leave Colu in a spacecraft. Dox's deal with Lobo was that they will keep his space dolphins fed and safe and in return Lobo won't kill Garryn or Lyrissa. Lyrissa Mallor, the Durlan, Strata, and Stealth tell Garryn Bek that they intend to stick around to keep an eye on Dox and Lobo. Stealth informs Garryn that he has to stay also or the contract with Lobo becomes null and void. Garryn learns that they are headed for his homeworld, Cairn, and he is not happy about it. Vril Dox shows up in a uniform. Dox tells the others that Cairn is a drug world headed by Kanis-Biz. Dox goes on to say that they will stop Biz and support the planet's police force. He informs them that he has sent Lobo to assassinate Biz. Lyrissa, Garryn, Strata, and Stealth go to the surface to try and stop the assassination, just as Dox intended. The group is shocked when Kanis-Biz greets Garryn ... his son-in-law! With the group preoccupied, Dox and Lobo take out the police chief and address the police force. (Berger; Giffen/ Grant; Giffen/ Kitson/ McKenna)

HAWK AND DOVE [third series] # 1
cover date: June 1989
title: "Gauntlet!"
comments: Khunds appear in flashback to Invasion.

LEGION OF SUPER-HEROES [third series] # 62
cover date: July 1989
title: "Why Must Magic Triumph?"
comments: Wildfire returns to his containment suit. The Heroes of Lallor appear. Magnetic Kid dies freeing the Sorcerers' World from the Archmage. (Berger; Levitz/ Giffen; Giffen/ DeCarlo)

SECRET ORIGINS [second ongoing series] # 42
cover date: July 1989
title: story one: "Bad, Bad, Bad, Bad Boys"
comments: Origin of Phantom Girl. Note: When Ultra Boy applies for membership, Reflecto is mentioned as a competing hero from Rimbor. Also, information on the Legion is presented in the text page "Secret Admirers". (Waid; the Bierbaums; Cockrum/ Sanders/ Mahlstedt)

L.E.G.I.O.N. '89 # 6
cover date: July 1989
title: "Heroes ... and Villains!"
comments: The Durlan tells the others that the assassination was a diversion. Dox proclaims himself Chief Commissioner. The police force attack Biz's compound. Lobo arrives, Garryn Bek slugs him! A brawl starts. Dox captures Kanis-Biz. The police defeat the drug lord's soldiers. Lobo is held by the Durlan but not before breaking both of Garryn Bek's legs. A police officer tells the group that Vril Dox is a godsend. Sickened, Lyrissa Mallor searches for Dox. Dox executes Kanis-Biz. (Berger; Giffen/ Grant; Giffen/ Kitson/ McKenna)

JUSTICE LEAGUE EUROPE # 4
cover date: July 1989
title: "Bialya Burning!"
comments: Dominators appear.

LEGION OF SUPER-HEROES [third series] # 63
cover date: August 1989
title: "Where Has All the Magic Gone"
comments: Dream Girl leaves Atmos to join Star Boy and Dawnstar. Brainiac 5 returns. The Substitute Heroes *[II]* appear. The White Witch returns to help the Legion defeat the Archmage, destroying the Sorcerers' World in the process. (Berger; Levitz/ Giffen; Giffen/ DeCarlo)

L.E.G.I.O.N. '89 # 7
cover date: August 1989
title: "The Nature of the Beast"
comments: Lyrissa Mallor confronts Dox. The compound is surrounded by a thousand drug-lord craft! Dox takes some of Lobo's blood. A bloody Stealth returns from a "date" with two locals; the Durlan notices a distinct physical change. Dox orders the drug-lord craft to leave. Elsewhere, on Talok VIII, the humanoid vessel housing the Computer Tyrants of Colu arrives. Morning comes on Cairn ... the battle between the police and drug-lords begins. Suddenly, hundreds of Lobo clones, grown from his blood, attack the drug-lords! From the blood of wounded Lobo's, more clones arise! Dox incapacitates his core group with tranquilizers. Dox talks to his unconscious team telling them that, because he never had a childhood, he never learned compassion or developed a conscience ... he only does what he must. He discovers that Stealth is very much awake. Stealth, it turns out, is in heat and she attacks Dox! (Young; Giffen/ Grant; Giffen/ Kitson/ McKenna)

L.E.G.I.O.N. '89 # 8
cover date: September 1989
title: "Don't Look Back"
comments: The Durlan and Lyrissa Mallor watch over Stealth and Lobo, both of whom are in containment. Vril Dox is dead, killed at the hands of a mad Stealth. Stealth is now in shock. Lobo wants to kill Dox for removing Lobo's ability to grow any more clones. Strata, now fully crystalline, declares that "he" has learned that "he" is a girl! Garryn Bek's very large wife, Marij'n, is brought in to use her gene-splicing skills to fix Dox before the police find out that he was killed by one of his own. Stealth snaps out of her trance ... she remembers nothing. On a vid screen, the news comes that Lobo's clones took out all the drug-lords by self-destructing! The planet Cairn is free! Strata tells Lyrissa Mallor that Dox's organization is a good idea and that she should take over. Lobo breaks free but is restrained. Lyrissa addresses the police force as the official spokesperson. On Talok VIII, the Computer Tyrants, now calling themselves Mr. Starr, have offered to help build a new government. (Young; Giffen/ Grant; Giffen/ Kitson/ McKenna)

LEGION OF SUPER-HEROES [fourth series] # 1
cover date: November 1989
title: "Five Years Later ..."
comments: The Legion of Super-Heroes has been disbanded for two years. Reep Daggle (formerly Chameleon Boy a.k.a. Cham) meets Rokk Krinn (formerly Cosmic Boy) on Braal and tells him of his plans to re-form the Legion. Roxxas is helped off Labyrinth. Note: This series picks up five years after the events of *LEGION OF SUPER-HEROES [third series] #63.* Flashback to the origin of the Legion. First appearance of Rokk Krinn's friend Loomis. (Mark Waid; Keith Giffen/ Tom & Mary Bierbaum/ Al Gordon; Giffen/ Gordon)

LEGION OF SUPER-HEROES: THE GREAT DARKNESS SAGA # nn
cover date: 1989
title: (*Legion* reprints): LEGION OF SUPER-HEROES [second series] # 290-294 and ANNUAL #2
comments: Trade paperback reprint. This volume also includes a reprint of the Legion poster by Keith Giffen.

L.E.G.I.O.N. '89 # 9
cover date: November 1989
title: "Second Chances"
comments: One month has passed. The Durlan concludes his tests on Stealth and discovers she is pregnant with Dox's child! Three worlds (Gliia, Acth, and Gerguzz) have already shown interest in the new organization and more are expected. The Durlan addresses the arguing Beks, and is suddenly replaced by a woman; they believe he has simply changed shape. Later, Garryn Bek sees the woman again and watches as she passes through a wall, realizing then that she is not the Durlan. Garryn finds the phantom woman in the room where Lobo is being held. He tries to shoot her, but inadvertently frees Lobo. Lobo finds Dox's chamber and breaks it open. On Talok VIII, Starr is told of minimal progress, but learns of the importance of the planetary champion and of Lyrissa Mallor's daughter. Note: First appearance of Phase. *L.E.G.I.O.N. '89* skipped the October 1989 cover date. (Young; Giffen/ Grant; Giffen/ Kitson/ McKenna)

LEGION OF SUPER-HEROES [fourth series] # 2
cover date: December 1989
title: untitled
comments: Khund assassins attempt to kill Kono. They are defeated by Kono and Jo Nah. Note: First appearance of Kono. First appearance of Circe. Mentions are made of Tinya Wazzo's death. (Waid; Giffen/ the Bierbaums/ Gordon; Giffen/ Gordon)

SECRET ORIGINS [second ongoing series] # 46
cover date: December 1989
title: story three: "The Little Clubhouse That Could"
comments: Origin of the original Legion headquarters. Arm-Fall-Off-Boy, Mnemonic Kid, and Fortress Lad of Fwang apply for membership in the new Legion, but are rejected. A bitter Mnemonic Kid returns to battle the Legionnaires. Fortress Lad, whose power is the ability to form his body into a fortress, surrounds the Legionnaires to protect them. He dies and remains in his fortress form. The Legionnaires, whose memory of recent events has been wiped out, adopt the fortress as their clubhouse ... completely unaware of Fortress Lad or his sacrifice. Note: This story presents the very first Legion applicants: Arm-Fall-Off-Boy, Mnemonic Kid (a girl), and Fortress Lad of Fwang. K.C. Carlson is credited with the creation of Fortress Lad. (Waid; Jones; Swan/ Templeton)

L.E.G.I.O.N. '89 # 10
cover date: December 1989
title: "Internal Affairs"
comments: Vril Dox begins to stir, Lobo waits. Stealth arrives and fights with Lobo but is beaten. Dox is now awake. The phantom woman has Garryn Bek at gunpoint. She has total amnesia, but recognizes Garryn's speech as a primitive form of Interlac. Dox and Lobo fight. Dox realizes that the extra time in the tank has made him stronger. Dox beats Lobo. Dox allows Lyrissa to continue as acting commander. The phantom woman accepts that the people around her are friendly and she relaxes. (Young; Giffen/ Grant; Giffen/ Kitson/ McKenna)

LEGION OF SUPER-HEROES [fourth series] # 3
cover date: January 1990
title: untitled
comments: Mordru the Merciless has Rond Vidar imprisoned; he destroys Rond's Green Lantern ring. Mordru learns of ex-Legionnaires regrouping. On Winath, Ayla shows Vi the statues of dead Legionnaires bought by Garth. On Rimbor, Cham and Rokk are brought by Furball to meet Jo Nah. Dominators express concern about the potential reformation of the Legion. Mass-murderer Roxxas kills ex-Legionnaire Blok on Theta Antares 27 ("the Puppet Planetoid") and sends his body to Winath. Garth Ranzz sends the body on to Shanghalla. Mon-El is raised from his grave by the Time Trapper. Note: First appearance of Furball and Vrykos. (Waid; Giffen/ the Bierbaums/ Gordon; Giffen/ Gordon)

L.E.G.I.O.N. '90 # 11
cover date: January 1990
title: "Power Play"
comments: Garryn Bek and other officers head to the planet Rishta in the Cerox system to discuss membership in their group. A ship is found floating in orbit. On it, Garryn finds an Emerald Eye! Lobo, beaten by Dox, now belongs to him. Starr learns how to convert the energy of Talok VIII's sun into raw power. Khund ships, evading the Dominion, enter orbit around Talok VIII. Starr destroys the ship to make it look as if he saved the planet. (Young; Giffen/ Grant; Giffen/ Kitson/ McKenna)

ACTION COMICS # 649
cover date: January 1990
title: "Man and Machine"
comments: Brainiac Trilogy part 3. Origin of Brainiac retold. Vril Dox II appears behind the scenes, no actual appearances. No Legion appearances.

THE GREATEST TEAM-UP STORIES EVER TOLD volume 1
cover date: 1989
title: (*Batman/Creeper* reprint): THE BRAVE & THE BOLD [first series] #178
comments: Hardcover edition. This book later appears in softcover.

LEGION OF SUPER-HEROES [fourth series] # 4

cover date: February 1990

title: untitled

comments: Shadow Lass is replaced by her cousin Grev as Talok VIII's planetary protector. The essences of the Time Trapper and Eltro Gand hide within the body of Mon-El. The Trapper eradicates Mon-El's lead vulnerability. Mon returns to Shady. Mon-El is aware that the Trapper has hidden his essence within him, but is not aware of Eltro Gand's soul. Shady and Mon go to see Brainiac 5 on Colu. Brainy discovers three distinct electrical impulses within Mon-El's brain. The Trapper thinks of his Great Game to conquer the populated eras. The Trapper needed an advantage when his powers reached their peak. Thus, he had set in motion forces to halt Mordru's rise to power, giving birth to the Legion. Brainiac 5 captures the Time Trapper's essence; the Trapper escapes and pulls Mon with him. The Time Trapper tells Mon-El that he has brought him to "the universe that spawned you" (the Pocket Universe). He says "Here I created you, to serve as the perfect vessel for a conqueror. My escape hatch, should I ever require one. An invulnerable form to house my essence.". He tells Mon that his "death" was simply a five year sleep. He states "I am entropy ... I will always ... inevitably ... rule at the end of time". He says his "ambition to rule the populated eons was thwarted by the rise of magic ... by the reign of Mordru". The Trapper goes on to explain that, before he created the Legion, Mordru was destined to rule the universe for a millennium! He explains that tools crafted in Mordru's reality would be noticed by Mordru, and so the Trapper created and shaped a warped "mock" universe to his needs. He manipulated events to create Superboy, and then moved through time a great financier who found inspiration in that legend. He saw to it that Mon-El spent a thousand years in the Phantom Zone so that he could join the Trapper's Legion. The Trapper talked about the Legion as his puppets, mentioning one exception who has since been punished (referring to Jo Nah). The Trapper never realized that the Legion could block his rise until they defeated Darkseid! The Time Trapper states that if Mon-El kills him, the Trapper will cause himself never to have existed, wiping out the Legion and allowing Mordru to rise to power. He says "This mock universe will exist ... but the seeds I planted here ... you ... will never come to fruition.". Without the Trapper's intervention, 30th century man will never have entered the mock universe ... the events which formed the Legion will never have occurred. Mon-El decides he has no choice but to kill the Time Trapper, wiping out the Legion's timeline. (Waid; Giffen/ the Bierbaums/ Gordon; Giffen/ Gordon)

SECRET ORIGINS [second ongoing series] # 47
cover date: February 1990
title: story one: "... In Memory Yet Green ..."
comments: Origin of Ferro Lad. Also, information on Ferro Lad is presented in the text page "Secret Admirers". (Waid; Barr; Swan/ Badger)
title: story two: "The Thorned Path"
comments: Origin of Karate Kid. Also, information on Karate Kid is presented in the text page "Secret Admirers". (Waid; the Bierbaums; Parobeck/ Fricke)
title: story three: "The Unique Properties of Condo Arlik"
comments: Origin of Chemical King. Also, information on Chemical King is presented in the text page "Secret Admirers". (Waid; Fleming; Sprouse/ Gordon)

L.E.G.I.O.N. '90 # 12
cover date: February 1990
title: "Alone Again Or ..."
comments: Garryn Bek radios Dox that the Emerald Eye has grown attached to him. Dox's test results of the phantom woman reveals only mysteries. Dox learns of Stealth's pregnancy. Dox tells Lyrissa Mallor that, even though he is better, she is still in command. Garryn Bek gets angry at an officer and the Eye kills him; Bek places himself in isolation. Strata comes up with a name for their group ... Licensed Extra-Governmental Interstellar Operatives Network ... or L.E.G.I.O.N.! Dox and Stealth discuss her pregnancy and he tells her to abort it, which she refuses to do. Dox is furious that the Durlan "abandoned" him. Garryn Bek calls once again ... all on board his ship are now dead from the Emerald Eye. Bek heads home. (Young; Giffen/ Grant; Giffen/ Kitson/ McKenna)

JUSTICE LEAGUE AMERICA # 36
cover date: March 1990
title: "Gnort by Gnortwest"
comments: Lyrissa Mallor of L.E.G.I.O.N. lets the Scarlet Skier out on parole.

LEGION OF SUPER-HEROES [fourth series] # 5
cover date: March 1990
title: untitled
comments: After the events of the last issue, a new reality exists. Since there was no Time Trapper in this reality to manipulate the Legion's formation, the sorcerer Mordru conquers the known universe. In this "Mordru reality", it is the 17th anniversary of the "liberation" of Earth by Mordru. Names of some rebels already killed include: Gavril, Celeste, Ives, Jacques, and Douglas Nolan. The rebel named Foxmoor has been captured and will be executed soon. Following Rond Vidar's plan, rebel Andrew Nolan meets with one of Mordru's wives, Mysa Nal. Mordru has been taunting Mysa about "the Puppet-Master's" timeline and "the Durlan Knight's" role in creating the team that brought down Mordru. Rebel Rond Vidar attempts a spell which will allow its caster to replace the "Puppet Master" as the Legion's creator. Rond fails in his attempt but is saved by another of Mordru's wives, Glorith of Baaldur. They have a talk. Glorith attempts to cast the spell.

She must replace the source of the Legion's inspiration, restore the Daxamite, and deliver the financier. Glorith succeeds ... at the cost of her life! The "Mordru reality" ceases to exist. (Waid; Giffen/ the Bierbaums/ Gordon; Giffen/ Gordon)

L.E.G.I.O.N. '90 # 13
cover date: March 1990
title: "Deceptions"
comments: Vril Dox, analyzing possible new members for L.E.G.I.O.N., runs a computer simulation of a battle between Lady Quark and a Daxamite (Lar Gand). Garryn Bek's ship has just arrived. Strata and Lobo, along with other officers, go to meet him. They find the entire crew dead. Garryn uses the Emerald Eye to blast Lobo and Strata. Garryn shows himself and his Eye. Garryn shows definite signs of a split personality. Lyrissa Mallor goes to help, Dox remains at his computer. Garryn insists on seeing Dox and blasts some officers and then Lyrissa when she refuses him. Stealth catches up with the mysterious phantom woman, now using the name Phase, and asks for her help against Garryn. Garryn blasts Phase and Stealth. After blasting Lobo once again, Dox calls for Garryn to enter. Garryn Bek begs Dox for his help; Dox stares down the Eye. Phase joins L.E.G.I.O.N.. On Talok VIII, Lyrissa's husband gives up their infant child Lydea as a sacrifice. Starr takes the child into the shadowy caves. Note: First appearance of Valor (computer simulated Lar Gand only, no actual physical appearance). (Young; Grant/ Kitson; Kitson/ McKenna)

LEGION OF SUPER-HEROES [fourth series] # 6
cover date: April 1990
title: untitled
comments: After the events of the previous issue, a new reality forms. On Earth, Dirk Morgna enlists Celeste Rockfish, owner of the Rockfish Detective Agency, to bring in Roxxas. Roxxas is on the planet Korr. Celeste and the mercenary Bounty want to get to Trom to find Jan Arrah. On Tharn, Cham, Rokk, Jo Nah, Kono and Furball arrive to confront Mordru. All, except Rokk, are captured and thrown in a dungeon. Mordru has Rokk brought to him. Laurel Gand is on Jezebel, third moon of Tharn. A reporter from the Daily Planet, Devlin O'Ryan, accompanies Celeste and Bounty to Trom, where they find Jan. Note: First appearance of Laurel Gand, Celeste Rockfish, Bounty *[II]*, and Devlin O'Ryan. (Eury/ Waid; Giffen/ the Bierbaums/ Gordon; Giffen/ Gordon

SECRET ORIGINS [second ongoing series] # 48
cover date: April 1990
title: story one: "The Secret Origin of Ambush Bug: We Thought Him Up!"
comments: This story takes place outside of normal DC continuity. Vril Dox of L.E.G.I.O.N. appears.

ANIMAL MAN # 22
cover date: April 1990
title: "Time In A Bottle"
comments: Mordru depicted in timestream. No Legion appearances.

L.E.G.I.O.N. '90 # 14
cover date: April 1990
title: "The Sound of Silence"
comments: Strata and Stealth aid one planet against an aggressor. When blasted with sonics, Strata sprouts crystal shoots. Sardath and Alanna of Rann call Vril Dox and Lyrissa Mallor for aid against space pirates, led by Dagon-Ra, who have attacked Rann and captured Adam Strange. Dagon is rumored to have matter-transforming abilities. Tests on Garryn Bek lead to no conclusions. Garryn has grown a foot in a week. He blasts Dox when he believes Dox wants his Eye. Lobo searches for Dagon-Ra to "join" his pirates. On Talok VIII, Starr uses a Lyrissa android to cause Lydea pain, causing a deep hatred for her mother in the child. (Young; Grant/ Kitson; Kitson/ McKenna)

LEGION OF SUPER-HEROES [fourth series] # 7
cover date: May 1990
title: untitled
comments: Laurel Gand attacks Tharn. There she finds Rond Vidar and fights Vrykos. Other Legionnaires come to the rescue. Mysa Nal, a wife of Mordru, decides to help her former teammates. The former Legionnaires defeat Vrykos. Rokk and Mordru come to an agreement. The heroes leave with Rond Vidar and Mysa. Jan Arrah, Devlin O'Ryan, Celeste, and Bounty go to Winath. The J586 Research Station at Yucatan VII traces a green energy coming from the direction of Earth, which was headed towards Trom but then took a right angle to Winath. (Eury; Giffen/ the Bierbaums/ Gordon; Giffen/ Gordon)

L.E.G.I.O.N. '90 # 15
cover date: May 1990
title: "Nightmares"
comments: Vril Dox awakens to find the Emerald Eye watching him. When Dox yells at the Eye, it leaves. Dox meets Lyrissa, Phase, and officer Garv at the confinement chamber. Garryn Bek notifies the others that he is taking charge of L.E.G.I.O.N.. Dagon-Ra meets with Lobo. Dagon has his lackey Telepath scan Lobo's mind; the scan shows genuine interest in joining the pirates. On Talok VIII, Starr artificially ages Lydea Mallor to adulthood ... creating the evil Lydea Darkstar! Note: First appearance of Garv and Telepath. (Young; Grant/ Kitson; Kitson/ McKenna)

LEGION OF SUPER-HEROES [fourth series] # 8
cover date: June 1990
title: untitled: "The Origin of the Legion of Super-Heroes" on cover
comments: The Durlan, former member of L.E.G.I.O.N., is transported through time to the Old Metropolis Spaceport in 2949 A.D.. Tayla Wellington gets Marla Latham to help the Durlan. Marla brings him to Theg, a Durlan smuggler. The mysterious Durlan has total amnesia. Theg brings him to Durla where they become stranded. Ten years later, the mystery man, now called Ren, mates with Zhay, Theg's sister, and they impregnate each other. As it turns out, Theg had brought back the deadly Yorggian Fever from which Zhay dies. Ren's offspring, Reep and Liggt, are turned over to another of Theg's sisters, Ji. Theg and Ren are finally smuggled off Durla. Five years later, René Jacques Brande (Ren in human form) contacts Marla Latham. R. J. and his "cousin" Doyle Brande (formerly Theg) appear to come out of nowhere to create the star-birthing industry. Marla goes to work for Brande Industries. Later, R. J. buys out Doyle. Doyle soon runs out of money and threatens R. J.'s life. After being saved from an assassination attempt by three super-powered youths, R. J. suggests to them the formation of a super-team, based on the legends of the 20th century hero Valor. R. J. Brande has Marla recruit Reep Daggle, secretly R. J.'s son, for the Legion. Note: "Glorith reality" origin of the Legion. Garth Ranzz's uniform says "Lightning Boy" across its chest. First appearance of Laurel Gand's daughter, Lauren. First appearance of Valor in Legion story (photo only). (Eury; the Bierbaums/ Giffen/ Gordon; Giffen/ Sprouse/ Gordon)

SECRET ORIGINS [second ongoing series] # 49
cover date: June 1990
title: story one: "The Not-So Secret Origin of Bouncing Boy"
comments: Two page origin of Bouncing Boy. Also, information on the Legion is presented in the text page "Secret Admirers". (Eury; Templeton; Templeton)

L.E.G.I.O.N. '90 # 16
cover date: June 1990
title: "Monster, Monster!"
comments: Vril Dox introduces Lyrissa to L.E.G.I.O.N.'s new recruit, Lar Gand of Daxam. As Lyrissa and Lar greet each other, Dox opens a box containing lead, a substance which is lethal to Daxamites! Lar Gand drops to the ground in pain. Dox gives Lar an antidote. Lar revives and attacks Dox in anger. Dox discusses with Stealth his role in the life of their future child; she tells him she wants Dox to remain out of the child's life. The Emerald Eye summons Dox. Lyrissa learns from other officers about the coming attack on Dagon-Ra. Dox convinces Garryn Bek to take the role of guiding light instead of leader. Elsewhere, Dagon shows Lobo that he has Lady Quark as his captive. Later, Lobo gets into a fight and is thrown into the dungeon. The dungeon master is just finishing up on another captive ... Captain Comet. Note: This story occurs after the events of *NEW GODS [third series] #17-21*. First full appearance of Valor (computer simulated Lar Gand in *L.E.G.I.O.N. #13*, photo in *LEGION OF SUPER-HEROES [fourth*

series] #8, next in *NEW GODS [third series] #17*). The prisoner, Captain Comet, was originally intended to be Adam Strange. (Young; Grant/ Kitson; Kitson/ McKenna)

SWAMP THING [second series] # 96
cover date: June 1990
title: "Hell To Pay"
comments: Dominators shown in Hell.

NEW GODS [third series] # 17
cover date: June 1990
title: "Advent of Darkness"
comments: Lar Gand explores the distant end of the Promethean Galaxy. Lar Gand witnesses Yuga Khan destroying the planet Velos. Note: The story presented in issues *#17-21* occurs before the events of *L.E.G.I.O.N. '90 #16*. Second full appearance of Valor (see *L.E.G.I.O.N. '90 #16*). (Eury; Cullins/ Evanier; Cullins/ Blyberg)

LEGION OF SUPER-HEROES [fourth series] # 9
cover date: July 1990
title: untitled: "Laurel's Story" on cover
comments: Roxxas reviews the origin of Laurel Gand. Laurel Gand grew up on Ricklef II, an asteroid city on the rim of the Daxam star system. The Khund warrior Zaryan led an attack on Ricklef II, killing Laurel's parents. Laurel activated a defense device, destroying the majority of the invasion fleet. Zaryan escaped. Laurel went to live with her cousin, Eltro Gand. After a Khund assassin attempts to kill Laurel for her role in Zaryan's defeat, it is decided she must go underground. Laurel is hidden in an Earth orphanage under the alias Leala Linder. Later, she is contacted by Saturn Girl, Phantom Girl, and Triad and is asked to apply to the Legion. Following events similar to those involving Supergirl's admission in *ACTION COMICS #276*, Laurel Gand is made a member. Roxxas learns that Earthgov is hunting him. The research station continues to track the green energy. They learn that it is definitely not from Earth, that it has the same readings that grazed the Mainland there about twelve revolutions back. They project that it originated somewhere in the Central Cluster. Notes: First glimpse of Kid Quantum as a partially obscured statue. Laurel is incorrectly referred to as the ninth member; she is number ten, following Kid Quantum. Sun Boy is incorrectly shown to be a member during Laurel's admission. Timothy Santoza, the Wester, appears on a television commercial ... the Wester was formerly a Legion Academy student, then called the Westerner. Although the main story refers to Luornu Durgo as "Triad", the text page still refers to her as "Triplicate Girl", indicating she used both names early on. (Eury; the Bierbaums/ Giffen; Giffen/ Cullins/ Lewis)

ADVENTURES OF SUPERMAN # 468
cover date: July 1990
title: story two: "The Man of Steel's Journal"
comments: Reference is made to the Time Trapper.

ANIMAL MAN # 25
cover date: July 1990
title: "Monkey Puzzles"
comments: The Space Canine Patrol Agents are depicted in Comic Book Limbo. No Legion appearances.

L.E.G.I.O.N. '90 # 17
cover date: July 1990
title: "The Power of Positive Thinking"
comments: Lobo and Captain Comet are left to rot in a dungeon cell. Telepath contacts Lobo and lets him know that he is on Lobo's side. Dagon-Ra sees Telepath deep in thought and warns him against betrayal. On Cairn, Vril Dox leads the forces of L.E.G.I.O.N. against Dagon-Ra. Lyrissa Mallor remains behind. On Talok VIII, Lydea Darkstar boards a ship for Cairn. Telepath explains to Lobo that his hive was one of Dagon-Ra's first targets. All his brethren were slain. Telepath accepted Dagon's offer of joining his gang in exchange for his life. Dagon and Lady Quark get Lobo for the coming battle with L.E.G.I.O.N.. Vril Dox, fully expecting that Lobo has killed Dagon by now, awaits Lobo's signal. Dox is unaware that Lobo is powerless against Dagon's matter-transforming powers. On Cairn, Garryn Bek joins his ex-wife Marij'n (now slim, thanks to the Eye) and Lyrissa Mallor for an experiment. Marij'n attempts to drain the Eye of its power. The devices overload. Angry, Garryn orders the Eye to hurt them. The Eye refuses, showing a definite attraction to Marij'n. Elsewhere, Lar Gand, first taking some anti-lead poisoning serum, scouts ahead for Dox. The pirates attack. A battle commences. Dox sees Lobo with Dagon-Ra. He determines that Lobo is a traitor and orders Lar Gand to kill them both. Dagon turns Lar's blood into molten lead. (Young; Grant/ Kitson; Kitson/ McKenna)

SWAMP THING [second series] # 97
cover date: July 1990
title: "Scattered Houses"
comments: Part one of two. The ghost of Kel Gand, father of Lar Gand, appears. It is stated that Kel Gand was the sole Daxamite casualty in the alien invasion of Earth.

NEW GODS [third series] # 18
cover date: July 1990
title: "Life Infinite"
comments: As Lar Gand reaches a Thanagarian astro station orbiting one of their outposts, Yuga Khan passes by and destroys it. After a brief battle with a second wave of hawk police, Lar brings them to Thanagar. (Eury; Cullins/ Evanier; Cullins/ Anderson)

FLASH [second series] SPECIAL # 1
cover date: 1990
title: story one: "Generations"
comments: A scientist named Vidar works on a team who execute a time travel experiment in 2645 A.D., sending a man back to the late 20th century. Note: Story one frames the other tales in this 80-page special. It is assumed that Vidar is an ancestor of Universo and Rond Vidar. No Legion appearances.

LEGION OF SUPER-HEROES [fourth series] # 10
cover date: August 1990
title: untitled: "Roxxas Strikes!"
comments: Ayla Ranzz, Brainiac 5, Celeste Rockfish, Bounty, Devlin O'Ryan, Vi, and Jan Arrah appear on Winath, along with Mysa Nal, Garth and Imra Ranzz, Mekt Ranzz, Cham, Rokk, Jo Nah, Kono, and Furball. Roxxas attacks Winath. He blasts Jo Nah with a chronal howitzer, which sends him hurtling through space and time. The Dominators had planned a quiet mass assassination of the former Legionnaires. The green energy reaches Winath. Tenzil Kem appears in Metropolis with Calorie Queen. A Daily Planet article by Devlin O'Ryan and Iris Allen (widow of the Flash) tells of a suspected connection between Roxxas and Earthgov. (Eury; Giffen/ the Bierbaums/ Gordon; Giffen/ Gordon)

WHO'S WHO IN THE DC UNIVERSE # 1
cover date: August 1990
title: untitled
comments: Who's Who features include pages on: Amethyst, Darkseid, Dominators, Kono, Rokk Krinn.

L.E.G.I.O.N. '90 # 18
cover date: August 1990
title: "From the Jaws of Victory ..."
comments: Dagon-Ra convinces Vril Dox that L.E.G.I.O.N. is powerless against his power. He turns the lead in Lar Gand's body back into blood. He then changes the air into an anesthetic (not wishing to harm his "new recruits"). Telepath mentally convinces Dox to attack Dagon in an attempt to catch Dagon off his guard. Dagon transforms Dox into glass and throws him off a cliff. Instead of crashing below, he lands softly and is transformed back to normal. Dagon is now off guard and Telepath signals Lobo and Lady Quark to attack. Lady Quark also takes care of Dagon's pirates. Dagon is finally knocked unconscious. Lar Gand attempts to prevent Lobo from killing Dagon, but a falling boulder makes the point moot. Captain Comet shows himself and explains that it was he who used his telekinetics to stop Dox's fall. Captain Comet recounts how he was captured by Dagon. Dox offers Telepath (his real name is 417 syllables long) membership in his group. Lady Quark recounts how she met Dagon; Dox offers her membership also, which she accepts. Lady Quark mentions that Dox resembles someone she heard about on Earth ... an alien menace named Vril Dox of Colu! Dox is horrified that his father survived the execution attempt by the Computer Tyrants of Colu. He is determined to take L.E.G.I.O.N. to Earth to kill his father. (Young; Grant/ Kitson; Kitson/ McKenna)

SWAMP THING [second series] # 98
cover date: August 1990
title: "Family Reunion"
comments: Part two of two. The ghost of Kel Gand, father of Lar Gand, appears.

NEW GODS [third series] # 19
cover date: August 1990
title: "Homecoming!"
comments: Lar Gand tracks Yuga Khan across the universe, noting the trail of barren worlds left in his wake. (Peterson; Evanier; Hoberg/ Blyberg)

THE GREATEST TEAM-UP STORIES EVER TOLD volume 1
cover date: 1990
title: (*Batman/Creeper* reprint): THE BRAVE & THE BOLD [first series] #178
comments: Hardcover edition. This book previously appeared in hardcover.

LEGION OF SUPER-HEROES [fourth series] # 11
cover date: September 1990
title: "Tenzil Kem Takes a Bite Out of Crime!"
comments: On Earth, Tenzil Kem unearths the Batcave in the Jersey District of Metropolis ... he completely misinterprets the ancient artifacts. Tenzil is revealed to be in contact with his friends on Winath. Tenzil views a video of the arrest of Brek Bannin (formerly Polar Boy) from two years prior. He uses his influence as a Bismollian senator and gets Brek a new trial. Tenzil succeeds in freeing Brek and

both leave Earth before officials can change their minds. Jo Nah finds himself on an unknown world. Note: Gotham City theoretically exists across the river from New York City, somewhere in the DC Universe's equivalent of Hudson County, New Jersey. The Batcave was last seen in *ADVENTURE COMICS #341*. (Eury; the Bierbaums/ Giffen/ Gordon; Giffen/ Brasfield/ Gordon)

ADVENTURES OF SUPERMAN ANNUAL # 2

cover date: 1990

title: untitled ("Quest for Vengeance" is the title of the first chapter)

comments: Part one of two. Chapter one "Quest for Vengeance": Vril Dox II and Lar Gand of L.E.G.I.O.N. make a rough landing in Earth's Atlantic Ocean, hitting an airliner on their way down. Superman rescues the plane but does not see the alien ship. Another L.E.G.I.O.N. ship carrying Lyrissa Mallor, Strata, Stealth, Lobo, Phase, Lady Quark, and Telepath approaches Earth in search of Dox. Dox's damaged ship burns through the sea bottom into an underground structure. When the L.E.G.I.O.N. ship arrives where Dox crashed, Superman assumes they are the ones responsible for damaging the plane. Lobo fires upon Superman and a battle ensues. Chapter two "Discoveries": Dox and Gand follow the underground tunnels into Project Cadmus. Guardian finds the abandoned craft. Dubbilex uses his telepathy to locate the intruders and mistakes Vril Dox II for his father Brainiac! Dox and Gand are attacked. Superman meets L.E.G.I.O.N.. Lobo mentions Dox and Superman incorrectly assumes he is referring to Brainiac. Superman enters the Project tunnels to find Dox for the aliens. Lyrissa sends Phase to follow him. Dox is able to get away long enough to access the Project's computers, learning all about his father since his supposed death. He learns that Brainiac has left Earth. Superman finds Lar Gand fighting Guardian and attacks him. Chapter three "The Fires of Brainiac": L.E.G.I.O.N. arrive to stop Lar Gand but Lobo jumps ship and attacks Superman. Another fight ensues but is eventually stopped. From far away, Brainiac takes over Dubbilex's will and orders him to cause the Project's reactor to meltdown. Superman and Lar Gand work together and toss the reactor into the Sun. After stopping an attack by mishapen clones, Brainiac once again enters Dubbilex's mind and taunts Vril Dox II. Brainiac notifies his son that he is on Colu. Note: Continued in *L.E.G.I.O.N. '90 ANNUAL #1*. (Carlin; Jurgens; McLeod/ Swan/ Byrne/ Gammill/ Giordano)

LEGION OF SUPER-HEROES [fourth series] ANNUAL # 1

cover date: 1990

title: "Charade"

comments: Glorith snatches the Durlan from the 20th century L.E.G.I.O.N. to 2949 A.D. in order to ensure that the Legion of Super-Heroes has a founder and financier, generating the Iron Curtain of Time in the process. In the early 2970s, the young Jo Nah meets An Ryd. Later, he is swallowed by a space dragon. He is saved by Imskian dragon-hunters. Jo learns he has acquired powers from his encounter with the space creature. One day, Jo and An come across Phantom Girl fighting with the criminal Sugyn. Jo helps her defeat him. Jo Nah and another of

Rimbor's super-humans, Reflecto, are requested to try out for the Legion of Super-Heroes. Jo Nah's task is to travel back to the 20th century and discover the story behind the disappearance of Valor! Jo Nah joins Marla Latham, the Legion advisor, in a time bubble. While in the timestream, they note an eerie purple glow as they experience unusual temporal disturbances. They eventually gain control of the time bubble and exit into the 20th century ... right in the middle of a Dominator space fleet! They send out a call for help and Valor, who was in that sector of space at the time, responds. After fighting off the Dominator's, Valor learns of the Dominion's plan of a second invasion of Earth! Jo and Marla return to their proper time and Jo is chosen over Reflecto. Jo Nah, now called Ultra Boy, believes that he was manipulated into altering events, causing Valor to begin the colonizations of the Legion homeworlds. He learns from Marla that there was a similar temporal disturbance in 2949. He studies some time charts and discovers that a major disturbance indeed occurred, but originated in the 20th century. He locates a counterbalancing disturbance perpetually existing 30 days in the Legion's future ... an impenetrable "Iron Curtain of Time". When Ultra Boy learns that R. J. Brande is a 20th century history buff, he confronts R. J. about the 2949 disturbance. Ultra Boy promises to keep the secret. Brainiac 5 soon discovers that the "Iron Curtain" geographically originated in the Baaldur system, home planet of the upstart empress named Glorith. Glorith is rumored to have mystical temporal powers. Ultra Boy deduces that Glorith manipulated the creation of the Legion. Later, Saturn Girl decides the Legion is finally ready to take on Mordru the Merciless. He has started to overrun U.P. worlds. Ultra Boy realizes that Glorith created the Legion to stop Mordru, the only being powerful enough to prevent her from conquering the universe. Ultra Boy intentionally "screws up" when he enters into a pact with the Jaguar Court of planet Grykk. The Jaguar Court had been forced into a treaty with Mordru ... since they are Mordru's allies, the Legion cannot attack him. In disguise, Ultra Boy "warns" Mordru of the threat of Glorith. Mordru attacks Glorith. Ultra Boy secretly forced a confrontation that neither was ready for. Glorith could not figure out what tipped Mordru off. When Brainiac 5 deduces Glorith's manipulations, she appears and drives him insane. Glorith instructs Brainiac 5 to get rid of anyone else who might suspect the truth. Without tipping off Glorith to Ultra Boy, Brainiac 5 frames Ultra Boy for the murder of An Ryd and creates the destroyer called Omega. In 2988 A.D., to prevent the Dominators from creating an army of supermen, Glorith destroys the planet Daxam. Ultra Boy suspects that some of the Legionnaires are planning revenge and confronts Saturn Girl. He has her read his mind to learn Glorith's secret. Soon after, Valor, Laurel Gand, Brainiac 5, Saturn Girl, Duo Damsel, and Rond Vidar battle Glorith on Baaldur. During the battle, one of Duo Damsel's bodies is killed. Glorith critically wounds Valor. An injured Saturn Girl's thoughts leak to Glorith. She learns of Ultra Boy's interference, and becomes furious. Laurel Gand blasts the distracted Glorith with her heat vision. The wounded Glorith retreats into the timestream. She vows to hurt Ultra Boy. When she sees the "Iron Curtain of Time", she comes up with a vicious plan of revenge which she will implement once her strength returns. Following Ultra Boy's proposal to Phantom Girl, Glorith uses the force of the

"Iron Curtain" to blast Phantom Girl and her cousin Enya Wazzo into the timestream, apparently killing them both. Note: Indicia incorrectly lists this issue as *LEGION OF SUPER-HEROES # 1*. This issue presents the "Glorith reality" stories of Jo Nah and Glorith in flashbacks. The Daxam event replaces the death of Superboy event as the Legionnaires motivation in *LEGION OF SUPER-HEROES [third series] #50*). Enya Wazzo would appear in the Durlan's place as Phase of L.E.G.I.O.N.. (Eury; the Bierbaums; Braithwaite/ Hazlewood/ Mahlstedt)

L.E.G.I.O.N. '90 ANNUAL # 1
cover date: 1990
title: "Childhood's End"
comments: Part two of two. Chapter one "Bad Blood": The L.E.G.I.O.N. ship heads for Colu to confront Brainiac. Not far behind, in Dox's abandoned ship (repaired by Cadmus), Superman follows in order to stop Vril Dox II from killing his father. On Colu, rebels attack Brainiac's palace but Brainiac defeats them. Brainiac does not understand how his son could possibly have inspired a full two-thirds of the populace to be willing to die rather than proclaim Brainiac ruler of Colu. The L.E.G.I.O.N. ship arrives at Colu. Lyrissa fears for the Coluan people. Brainiac's computers warn him of the coming threat and he sends out his forces to combat them. Chapter two "Strained Relations": L.E.G.I.O.N. fights its way to the surface, where it continues its battles with Brainiac's forces. Vril Dox II fights his father but is shot by a mind-controlled Lyrissa Mallor. Chapter three "The Sins of the Father": Brainiac holds a mock trial for his son, with mind-controlled L.E.G.I.O.N.naires as his jury. They all vote for his execution. Superman arrives and attempts to save Vril Dox II. Lobo and Superman take their fight elsewhere. Vril Dox II grabs a weapon and blasts his teammates ... freeing them and knocking Brainiac unconscious. Vril Dox II asks the people of Colu whether Brainiac should be imprisoned or executed ... an overwhelming number choose death. Lyrissa stops him, saying she has learned that when he liberated Colu, Vril Dox II used an enhanced charisma perception of himself, meaning that they will do whatever he wants. Superman arrives and a discussion begins on what to do with Brainiac. Brainiac escapes in the confusion and uses his ship to warp into space. Superman uses the ship he arrived in to return home. Note: Continued from *ADVENTURES OF SUPERMAN ANNUAL #2*. (Young; Grant; Fern/ Albrecht)

WHO'S WHO IN THE DC UNIVERSE # 2
cover date: September 1990
title: untitled
comments: Who's Who features include pages on: Booster Gold, Laurel Gand, Mordru.

L.E.G.I.O.N. '90 # 19
cover date: September 1990
title: "Bitter Victory"
comments: The L.E.G.I.O.N. enjoy a victory parade for the defeat of Dagon-Ra. Forty worlds have signed up on the strength of their victory. Lydea Darkstar enters the L.E.G.I.O.N. headquarters. Because of the influence of the Emerald Eye, Marij'n begins to show signs of a split-personality. After the parade, the heroes return to their headquarters. Dox orders Lar Gand to his office. Dox tells Lar that he has let him down, first against Dagon-Ra and again against Superman (actually Dox feels that Lar's nobility makes him a bad risk). Lar Gand is fired from L.E.G.I.O.N.. Before Lar leaves, Dox gives him a supply of anti-lead serum. While still in recovery, Captain Comet agrees to join L.E.G.I.O.N.. When Dox finds out, he says he isn't sure he wants the Captain. Because of her pregnancy, Dox takes Stealth off active duty. Lyrissa is attacked by her daughter Lydea. (Young; Grant; Fern/ Nyberg)

NEW GODS [third series] # 20
cover date: September 1990
title: "The Author of My Being!"
comments: Lar Gand comes across more dead worlds. (Peterson; Evanier/ Hoberg; Hoberg/ Blyberg)

LEGION OF SUPER-HEROES [fourth series] # 12
cover date: October 1990
title: untitled: "Rebirth" on cover
comments: Rokk tells Cham that he has sent a small team after Roxxas. Rokk declares that the Legion is back! The green energy arrives and cures Celeste of injuries. Ayla, Vi, and Jan find and arrest Roxxas. The Daily Planet verifies that Earthgov hired Roxxas to kill the Legionnaires. The Persuader attacks the world of Quarantine. Former Legionnaires Kent Shakespeare and Gim Allon are there. Note: First appearance of Richard Kent Shakespeare. (Eury; Giffen/ the Bierbaums/ Gordon; Giffen/ Gordon)

WHO'S WHO IN THE DC UNIVERSE # 3
cover date: October 1990
title: untitled
comments: Who's Who features include pages on: Brainiac 5, Reep Daggle, Spider Girl.

L.E.G.I.O.N. '90 # 20
cover date: October 1990
title: "Girl Trouble"
comments: An alarm sounds. Dox and some officers find Lyrissa, Strata, Phase, Telepath, and a Talokian stranger unconscious. Later, Telepath explains that they came to Lyrissa's aide and fought the stranger. Lyrissa is in intensive care while the stranger is in a containment chamber. Stealth leaves. Dox uses Telepath to probe the stranger's mind and discovers not only that she is Lyrissa's daughter, but also

that she was sent by the Computer Tyrants of Colu! After informing the Beks of Lyrissa's "death", he sends them (with their Eye) to Talok VIII to defeat the Computer Tyrants. Dox sends Lady Quark to follow them. Because of trouble with both the Dominion and the Khunds, the planet Ogen decides to call on L.E.G.I.O.N.. Dox watches with genuine concern as robotic doctors try to save Lyrissa.

SWAMP THING [second series] # 100
cover date: October 1990
title: "Tales of Eden"
comments: The ghost of Kel Gand appears in flashback to issues *#97-98*.

LEGION OF SUPER-HEROES [fourth series] # 13
cover date: November 1990
title: story one: untitled: "State of the Universe" on cover
comments: Kent Shakespeare defeats the Persuader. Kent leaves to be with Legion, leaving behind a very angry Ivy. Laurel battles the Khunds. Garth solves Rokk's headquarters problem. Note: First appearance of Ivy and other young residents of Quarantine. This issue includes a poster of the Legion of Super-Heroes. (Raspler; Giffen/ the Bierbaums/ Gordon; Giffen/ Gordon)
title: story two: "Interlude"
comments: Glorith versus the Time Trapper in the Pocket Universe. The Trapper invades Glorith's mind to let her know of previous timelines and her debt to him. The Trapper's essence has not been destroyed, only his works. He tells Glorith that he is dying. If he dies, so does the Pocket Universe ... cornerstone events will vanish and history will become warped. He suggests to her that she save him and that they share the power. Glorith completely absorbs the Trapper and his power. She states that she discovered the necessity of the Pocket Universe ... now it was her creation. With the knowledge and power she has taken from him, she feels it is time to conquer the universe! Note: Valor is mentioned as filling the role of Superboy as the Legion's inspiration, everything else is made to occur exactly as before. (Raspler; Giffen/ the Bierbaums/ Gordon; Giffen/ Gordon)

LOBO [first series] # 1
cover date: November 1990
title: "The Last Czarnian Part One: Portrait of a Psychopath"
comments: Four issue mini-series. L.E.G.I.O.N. appears.

WHO'S WHO IN THE DC UNIVERSE # 4
cover date: November 1990
title: untitled
comments: Who's Who features include pages on: Khunds, Lightning Lord, Persuader, Vril Dox.

L.E.G.I.O.N. '90 # 21
cover date: November 1990
title: "Light and Shade"
comments: Various members visit Lyrissa in intensive care. Dox studies Lydea. Stealth heads for the planet Heliotrope. The Beks reach Talok VIII, where they are attacked by Mr. Starr, the Computer Tyrants! Lyrissa flatlines.

LOBO [first series] # 2
cover date: December 1990
title: "The Last Czarnian Part Two: Lord of the Dance"
comments: L.E.G.I.O.N. appears.

WHO'S WHO IN THE DC UNIVERSE # 5
cover date: December 1990
title: untitled
comments: Who's Who features include pages on: Daxamites, Jo Nah, Lyrissa Mallor.

THE DEMON [third series] # 6
cover date: December 1990
title: "Song of the Demon"
comments: Dominators shown in Hell.

L.E.G.I.O.N. '90 # 22
cover date: December 1990
title: "Starrdoom"
comments: The heroes learn of Lyrissa's death. After learning that her killer is Lydea, her daughter, and that she was sent by the Computer Tyrants, the core team heads to Talok VIII. They arrive in time to aid the Beks and Lady Quark against Starr. Dox shoves an electronic disrupter into Starr's neck and, after he is blasted by the heroes, he explodes, knocking the heroes off their feet. When the Beks arise they find that the Eye has disappeared!

NEW GODS [third series] # 21
cover date: December 1990
title: "Patricide"
comments: After battling the forces of the New Gods, Yuga Khan flies off to another planet. Lar Gand is there waiting for him. Lar is easily imprisoned by Khan. Yuga Khan attempts to learn the secret of the Source and is imprisoned on the Promethean Wall once again. Lar Gand's bonds vanish. Lar meets Metron. Note: The *NEW GODS* series skipped the October and November 1990 cover dates. (Peterson; Evanier/ Hoberg; Hoberg/ Blyberg)

Section VII - With Friends Like These ... :

Last issue featured an article on the Imperial Guard, a Marvel Comics "rip-off" of the Legion of Super-Heroes. The following is yet another such "rip-off", pointed out to me by AOL member StMikal, however this time the characters are a creation of DC Comics themselves! This issue spotlights a group of young heroes from the future who visited the time of Superboy in the continuity of the television show. If anyone knows of other such Legion "rip-offs", please send the information along and I'll make sure that it sees print.

SUPERBOY [second series] # 5
cover date: June 1990
title: "With Friends Like These ..."
comments: Rowdy teens from the year 2239 A.D. named Shift, Wildstar, and Tara meet Superboy. Important: This series is based on the Superboy television show and has no ties to the DC Universe. The appearances of the characters that guest star in this issue are loosely based on the Legion and are included in this checklist for that reason only. No actual Legion appearances.

SUPERBOY [second series] # 15
cover date: April 1991
title: "It's the End of the World As We Know It (and I Steal Time)!"
comments: Part one of two. Superboy ends up in the year 2240 A.D. and meets Romo, Glyder, Tarot, Diamond, Screamdreamer. Shift, Wildstar, and Tara also among the group. Important: This series is based on the Superboy television show and has no ties to the DC Universe. The appearances of the characters that guest star in this issue are loosely based on the Legion and are included in this checklist for that reason only. No actual Legion appearances.

SUPERBOY [second series] # 16
cover date: May 1991
title: "Metropolis: City of Tomorrow ... Today!"
comments: Part two of two. Important: This series is based on the Superboy television show and has no ties to the DC Universe. The appearances of the characters that guest star in this issue are loosely based on the Legion and are included in this checklist for that reason only. No actual Legion appearances.

Section VIII - Justice League 2995 (part one):

This issue begins a new section devoted to original works by enthusiastic Legion fans. AOL member StBehrens gives a small introduction to his Justice League 2995 tale:

So what exactly is Justice League 2995? Well, in many ways it is this writer's tribute and contribution to the 30th Century, and the Legion of Super-Heroes. Justice League 2995 will be a companion serial to the two Legion books, and will not use any of the characters that are currently - - or may be - - appearing as strong cast members in either title. Sure, there will be the occasional cameo by a Legion member, supporting cast member, or popular villain, but these small crossovers will only be to strengthen the story in Justice League 2995, and make the continuity fluid between it and the other titles.

So what makes me qualified to write this series? Well, not much, unless you count on John's *(Editor: that's me ... Outpost 2)* trust in my ability to tell a good tale, the fact that I am a Legion junkie, my rejection letters from several Legion submissions, or that I am just a writer looking to tell a story. My name is Shaun Behrens, I'm 26, and a graduate from the University of Nebraska-Omaha, with a degree in Political Science. I have been actively submitting stories, company-owned and original material, for about two years. The Justice League 2995, concept is something I originally sent to DC Comics four years ago, when I still had the romantic notions that writing comic books would be both lucrative and that I would start off at the top. (I had a vivid imagination when I was 22-years old!)

When I am not sending out submissions, doing research, or working, I help make television history. <Insert sarcasm here> I co-host a public access show called, *"Comic Book Scene: News, Reviews, Opinions and More"* on PA23, a station on Cox Cable Systems in Omaha, Nebraska. I also wrote a column on comics for an alternative newspaper, *The Reader*.

So what exactly is Justice League 2995? There 's that question again. On the following pages you will find the adventures and exploits of a group that will have ties to the Justice League, as well as to many parts of the 30th Century. Several of the characters being used will have made their debuts on the pages of the Legion throughout all of its incarnations. With the current reboot in continuity, the slate has been wiped clean for a majority of these players, and now it is my turn to unleash them upon the unsuspecting populace! For all intents and purposes, the characters I have chosen from the Legion mythos won't be seeing the light of day in the Legion books anytime soon. When the occasion presents itself that there is a problem with a character that I am using, they will be written out of the story. And, yes, there will be more than ample ties to the Justice League of old.

So, if you will, please pull up a chair, grab a glass of your favorite beverage, and put on some background music. There is a whole new universe out there to explore, and I'm your guide. Let's explore it together!

Peace,
Shaun Behrens
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Prelude: Old Things Are New Again

by Shaun Behrens

Somewhere in the Catskill Mountain Range, Earth. 2995.

He sat in front of several large monitor boards and smaller vidscreens looking at the action unfold in front of him. On the large monitor to his left he watched a young, beautiful woman with golden-white hair trudge slowly though a muddy field of Azarian wheat in Australia. With her was an older, and from appearances, wiser, Aboriginal man walking three to five inches off the ground, and thus avoiding any hardship the muddy field would give him. Although there was no audio to allow what surely must have been a memorable exchange of dialogue pass through to the viewer, a smile still almost cracked through the harsh outer facade of Alexander Wayne. Alexander Wayne, the only child, and son of Talia Al Ghul, and Bruce Wayne; the Batman.

He sipped from a crystal and porcelain cup, a rich Winathian herbal tea, and pondered the events on a different monitor. On it, the case history of Drake Burroughs, formerly one of the top, young theoretical astrophysicists in the galaxy; and until two years ago, an employee of McCauley Enterprises. Wayne sat more upright in his plush, sunken leather chair and told the computer to move backwards through Burroughs' file. Something about the young Burroughs piqued Wayne's curiosity. Of course that may have been, because of the miraculous life Mr. Burroughs had lived these last two years.

Wayne watched as a security cam - - McCauley was notorious for watching his own employees, often citing an ancient 20th Century writer, Orwell, on the need to be kept abreast of all their current whereabouts, and what fors - - showed Burroughs working on an experiment that slowly took fruition, with a surprisingly dangerous and wholly unexpected climax.

"Audio please.". His voice was lower and darker than one would expect from this man of twenty-eight. His deep gray eyes, which could reveal all the curiosity of a young child, or hold the deep mysteries of the wise ones, looked intently at the events surrounding Burroughs' work that day. Wayne's hair was almost jet-black, without the sign of a gray hair anywhere, and had the downtrodden look that would come with wearing a cowl. His hands gripped the arms of his chair as he watched, for over the fiftieth time, the explosion that would change Drake Burroughs forever. It was well past 3 a.m., but Wayne showed little signs of fatigue, giving way, instead, to his excellent physical condition (as one would expect a costumed charlatan who went by the name, the Griffin, to have).

Several voices could be heard but Wayne had dropped the audio down to all but two of them; Burroughs, and his colleague, Teimu Xaii'ro, a beautiful Coluan scientist, specializing in unknown dimensional energies. It was Burroughs who had labored so hard to develop a comparable Stargate technology for McCauley. He worked for McCauley not so much to compete with R. J. Brande - - he had been given job offers from the Brande camp on several occasions - - but to prove to himself that he had the mind set and ability to create something as complex and successful as a stargate. Wayne watched as the auburn-haired Burroughs set his instruments to take control of a power transfer of a dimensional anti-matter energy that would theoretically power the McCauley-Burroughs Stargate system in a way different from Brande. As in the last fifty or so times Wayne had watched this vidclip, something went terribly wrong.

McCauley Enterprises, Luna Laboratory Six, Luna. 2993.

"Drake, perhaps we should wait until I have calibrated the amount of anti-matter energy available. I cannot pinpoint an origin pinnacle for it, and would like to know its volume. This would only slow down our experiment by 4.3 minutes."

"Teimu, we have to have this project up and running in less than a month. Every minute counts, and I feel that we are ready to begin with the countdown commencement.". Drake Burroughs looked at his young colleague, Dr. Teimu Xaii'ro, a tall female Coluan with light green skin and long blond hair, pulled back in a ponytail.

He knew that they should wait, maybe even wait until his hypothesis on anti-matter energy had a chance to be proven, but he was running out of time. McCauley Enterprises cared not about a time table, for something as important as Stargate technology should not come from somewhere down the scientific space way overnight. Rather, it should be nurtured and studied until everything was perfect. For Drake Burroughs, and his personal time table, perfection was something that he didn't have the patience for.

"I understand this Drake, but my best estimate puts us at just a little over the fifty-percentile range on this working the first time out. Perhaps we should run it across the simulator one more time.". Dr. Xaii'ro was an expert in dealing with energy and the unknown anti-matter energies that lay in dimensions beyond the normal grasps of most people. However, she knew that McCauley Enterprises was not a normal company and Drake Burroughs was not most people.

She had known Drake since their days together at the Massachusetts Institute of Technology. M.I.T. was still one of the most important centers for theoretical research in the universe, and Teimu Xaii'ro knew this. Her father, a member of good standing in the High Order, the scientific intelligentsia on Colu, sacrificed further escalation into the Coluan elite for his daughter. Coluans were not known for their eagerness to share their intellect, especially with Terrans; for it seemed that Terrans were a curious and determined lot, and often came across scientific principals and answers that only Coluans thought they were capable of. This is how Teimu saw Drake Burroughs, a curious and determined man capable of everything - - if he didn't let his overzealous nature take control of the situation.

"Okay ... look Teimu, I'm sorry.". Drake relaxed and put his arm on Teimu's shoulder. He looked deep into her emerald eyes, and hated the fact that he would have to lie to her in order to have this experiment proceed any farther.

This was another thing Terrans were good at: deception.

"I understand Drake. You put yourself under a great deal of pressure. At times, pressure has been known to drive even a good, rational Coluan to the borders of insanity."

"Dr. Xaii'ro, why don't you go find Professor Vultan and tell him to begin work on a problematic statistical simulation of the anti-matter energy in the area of the Teall breach we discovered last month. Have him plot a vector on the probability of sub-atomic particles disrupting our Stargate energy theorem."

"Very good, Drake. I knew you would come to your senses. I think that is why I like you.". A smile flowed across Teimu's face as she walked down the corridor to the other end of the lab, and Professor Vultan's office. She very much enjoyed the way that the words "Dr. Xaii'ro" flowed off of Drake's tongue and wondered if this was what they called "love" in so many non-Coluan cultures.

Then it hit her, where she stood, in her tracks. "Dr. Xaii'ro". Drake Burroughs never called her doctor.

She yelled for security, and Professor Vultan in the same breath, running frantically back towards laboratory six. She hadn't reached the midway point back to the lab, when the blast hit her. It was a brilliant flash of light that one would expect to see when a star went nova, but the heat was nowhere near as intense. It felt like a warm breeze blowing through the research fields of Colu, but Teimu didn't realize that this breeze carried her down the hall, until she was stopped by the large frame of Professor Vultan. Both hit the ground hard, and realized that gravity was still in effect.

"Oh Valor!! Drake was in there!" she screamed, not knowing that she had entered the region of fear that Terrans call shock.

Drake Burroughs never felt the blast that seemed to rip Luna Lab Six asunder. He sent Dr. Xaii'ro out of the lab because he knew that the experiment must go on, and that she was probably right with her calculations regarding the success rate of his plan. By mentioning Professor Vultan, their mentor at M.I.T., and a close friend, she would probably momentarily forget that he had called her doctor, thus already presenting her with his deception.

He calibrated his instruments, and watched as the energy siphon he helped to invent and patent, proceeded flawlessly with its predetermined task. The energy siphon, known as the McCauley-Burroughs Dimensional Energy Spectrometer, was created to sample energies from neighboring dimensions and relate their compatibility with the physics and spatial designs of this dimension. Burroughs, with help from Vultan, had been able to increase the amount of energy the siphon could take in. It was his hopes to find an energy that would work as a fuel for his

Stargate theorem, which was different in many ways to Brande Incorporated's. Whereas Brande's works on the ability to shuttle crafts between our dimension and one that does not exist on the spatial time frame ours is based on; thus having spacecraft fly through a "nowhere" zone; Burroughs wanted to incorporate dimensional energy in such a way as to bend space. He wanted to bend it as one would a ribbon, allowing the craft in question to transport itself along the same axis, but to cut through the walls of space and emerge at a set destination. At least in theory this is what he wanted.

The technicians of McCauley Enterprises had been so kind as to rig up a prototype design for Burroughs. Having one end of the stargate set up in Luna Lab Six, and the other at Vultan's lab in Metropolis, Burroughs would be able to try several different dimensional energies at a relatively low cost. However, this was not to be.

Burroughs armed the siphon as he had done so many times before. He knew that he had less than a minute to do so, and hastily made his calculations. He had not lied to Teimu when he said to monitor the anti-matter energy in the area of the Teall breach. He had determined that this was the dimensional energy he was going to use. There was a slight whirring sound as the stargate warmed up. Burroughs monitored the energy transfer and realized that pressure was building up at an astronomical rate. He went over several calculations in his head, trying to determine where the mistake was being made. And then he saw it. Actually he smelled it. It was the light scent of burning metal that set of an emergency beacon in his head. He looked at the stargate and realized that he hadn't released the energy valve that let the other-dimensional energy flow smoothly into the fuel rod of the stargate. The computer would normally do this, but Burroughs had been running everything manually today.

He ran across the room, watching in awe, and then horror as the energy, from the area of the Teall Breach, first smoked, then began to eat through, the piping conduit. Drake Burroughs now stood on top of it, fumbling for the manual controls that would send this energy into the fuel rod.

Then there was a "pop".

It wasn't so much an explosion, as Dr. Xaii'ro must have surely thought, but a pop, like that when a child pops a Martian balloon on their birthday. Burroughs could feel the pressure in the hose and nearly had the valve opened when the pop happened. He barely had time to close his eyes, as he was engulfed with an energy on the anti-matter level. He expected to be in extreme agony, as the white hot metal-colored energy covered his body. Burroughs was thinking the energy would be hot enough to melt his body, and features which he was very proud of. He screamed. Out of agony, frustration and fear, Drake Burroughs screamed. But the energy wasn't hot, rather it was an eerie, tingling warm, and Burroughs opened his eyes to see technicians and Science Police standing, and looking at him in Professor Vultan's lab in Metropolis.

Teimu and Professor Vultan, along with a cadre of McCauley technicians ran into Luna Lab Six, looking to find the corpse or remains of Drake Burroughs. Instead, they found mass destruction and wondered how the lab had been able to withstand such a fury. They never thought of contacting Earth.

"Oh, Valor. What did you do Drake?" Teimu said over, and over.

"Audio-visual, off.". Alexander Wayne put the rest of the puzzle together, mentally going over every frame, looking for the minutest of details.

Professor Vultan and Dr. Xaii'ro found Drake Burroughs on Earth, seemingly alive, with no major after effects. A few weeks later, while working on the stargate, Burroughs began to experience hot-flashes and dizzy spells. He arrived on Medicus One for tests, and shortly thereafter was sent to Colu, where Teimu and her father created an entirely new research field around the effects of anti-matter energy and the containment of said energy in one Drake Burroughs. For a short time, until his body could be cloned - - a practice frowned upon by the United Planets - - but usually only done for medical purposes, Burroughs lived in the energy containment suit known as ERG-1. In this suit Burroughs was able to control his energy in such a way as to propel himself through the air, and to create small energy bursts that could blow through Neo-Titanium with relative ease.

The enigmatic scientists of Colu were able to clone him a new body and encapsulate his anti-matter self into it. The only drawback as far as Burroughs was concerned is that it takes five biological micro-fusion powerspheres to hold his body in a positive matter form. These energy spheres (secretly produced and derived from Dominator bio-technology) are located in his forearms, lower legs, and chest area. An explosion of one of these could wipe out a small moon, and his life. This containment field, however, gives him incredible powers. His body is nigh impervious to injury; he can fly at amazing speeds, even approaching half the speed of light; and he can fire energy blasts that can destroy a mountain. Burroughs has code-named himself Wildfire, and is currently patrolling the outer U.P. planets as a hero, although he is not sanctioned by the United Planets, although they welcome his help.

Wayne stood up and walked away from his monitor boards and peered out into the early morning sky. He couldn't help but think about all the work that was needed to get this idea - - his idea - - off the drawing board. He finished his tea and walked out of his large communications room, and down a hallway into another room. There he sat at a table and punched a code into a keyboard that laid suppressed a few microns under the surface of the tabletop. In a matter of seconds, the middle of the table opened up and a small round base appeared. There was a small snap in the air, and the Kord Holographic Vidcom Projection Unit came alive. Upon it, was a basic, plotted map of the inner U.P. planets. Thanagar, Mars, Rann, Bismoll, and Rimbor all had tiny white stars designating them from surrounding planets. Earth had a blue star, which, if one looked closely, was almost in the shape of a small bat.

"Do you wish to sit in the dark, Alex?". It was a soft voice, from the shadows; but a voice that nonetheless contained power.

"Yes, Haarlack. I believe that I enjoy the shadows almost as much as you do. Please, come out and look at what I have been working on.". He gestured to the Kord Unit, and could feel Haarlack move from out of the shadows.

"I still maintain some characteristics of my people. Does this make you feel ... better.". Haarlack stood directly behind Wayne's chair, making him a bit uneasy about the ease at which Haarlack manipulated time and space. But magic could do that.

"Better? I'm not sure Haarlack, but it does comfort me that you know when to come out of hiding. Have you been here all night."

"Only for the last half of your review of Mr. Burroughs' accident, and rebirth."

"Ah yes, Mr. Burroughs. He would be quite a formidable member to my little group, don't you think?". Wayne looked at Haarlack and realized that something was amiss.

"I belie ..."

"Where's the helmet, Haarlack?" Wayne said, with an almost nervous agitation.

"It is resting quite comfortably in its chest."

"The Salem Chest?"

"The one and same, Alex. The one that is constructed of the remaining good wood from Salem Tower. The one whose scent is vaguely associated with the burning of Cedar leaves in the Terran fall, and of magic.". Haarlack's voice seemed to swell with pride as he gave his favorite description of the Salem Chest. And magic.

"For a Khund, you do so love magic, and mystery, do you not?"

"For any sentient species, and beyond, yes, I do love magic. And mystery."

"Very well, I suppose you would like it if I called you Fate?"

"If I am able to control the power that the name suggests, then yes, you can call me Fate.". Haarlack gently put his hands around the amulet that he so proudly wore around his neck. The amulet of the one known as Doctor Fate. He could feel the coolness of the metal and knew that there were very few others in the universe who could wear the mantle of Fate.

"What do you think of the Aboriginal and the Amazon?" Wayne said, thinking back to his monitor board.

"Kevik Mann and India Blue? Two very worthy applicants for 'my little group'.". Haarlack was a Khund, one of the most war-faring races in the universe, but he did have a small sense of when humor was needed.

"Touché. Our little group. Now what should we do with the Aboriginal and the Amazon?"

Gibson Desert, Australia, Earth. 2995.

She had trudged along through almost two miles of mud, and her boots, bought from a fine outback company at Nix Olympia, Mars, were now ruined. India Blue couldn't understand why anyone would put a landing pad in the middle of a field. She looked at her traveling companion, a tall Aboriginal, whose short black hair was just starting to gray at the temples, and realized that he was walking four inches off the ground. Of course, she knew that he was more than capable of doing this, yet it bothered her that he hadn't asked her if she needed a lift.

"Kevik, you can do that for anyone, can't you?"

"I suppose I could, India. Can't you levitate?". He looked down at his partner and knew that she couldn't. She was given many great objects when she left the island of Themyscira, but the winged boots of Hermes were not among them.

"Ha-ha, very funny. How many times have I told you that if I only had the boots of Hermes, I wouldn't have a problem with these Azarian wheat fields. And if I was 6'5", and levitating myself four inches off the ground I could see over them.". She brushed away stalks of the very tall, deeply red-colored wheat and wondered how much further they had to go.

"It is not that much farther, my little friend. You will like David. He is one of the best Interstellar Counter-Intelligence Corps members in the galaxy. He has been working on a mission now for several months, and has taken a leave of absence to formulate his findings to his superiors."

"I met him once, Kevik. Quite an egomaniac. He said something about having a unique body structure because of a latent metagene. Some 'will-power' thing. And, he's from Titan, ick!"

"Yes, he's from Titan, originally. His parents moved here, to the outback when he was young. Out here, most people have dreams of getting out, or of rebuilding this desert landscape into something. The Emery's brought the Azarian wheat with them, and now produce more of it on Earth than anyone, and second only to Winath in the galaxy.". Kevik Mann looked up from India Blue and noticed that they were coming to the edge of the field. Before them was a plush two-story plantation-type mansion, and beyond it, lay Ayer's Rock.

"He mentioned that his body structure was similar to that of the Tasmanian Devil, a thousand year-old legend in Australia.". India crossed out of the field and looked up to see the magnificent rock that was so popular to people across the galaxy. "Zeus would be amazed by that rock, Kevik.".

"Believe me, young Ms. Blue, he is. As were my people.". They walked another half mile to a small cabin that sat along a lake. It looked deserted, and there wasn't any sign of life, or David Emery.

"Are we early, or is this just one of those wild goose chases of old you tell me about?"

"Be patient and listen, India. Can't you hear that? It is perhaps as far away as Sydney, but the sound is unmistakable."

India sat down and listened, attuning every sense she had towards hearing something that may well be hundreds of miles away. Kevik Mann had many great mystical and mysterious abilities, hearing things from far away was just one. And after all, he was in his native land. It started out as a low hum, then gained volume, sounding more and more like a Resource Raiders scout ship, than anything else. She peered out in the direction of what could only be described as "the noise", and watched as a small dot fluttered along the horizon, gaining size as it approached the cabin.

Soon, the sound became almost deafening, and India covered her ears. Kevik Mann crouched down and merely smiled watching the craft getting closer. When it was nearly on top of them, about 2 miles away, it went quiet, much to the dismay of India. A noise dampener, she thought. A few seconds later, an antique space-cycle hovered near them, then landed. A young man, older than India, but several years younger than Kevik, jumped off and ran towards them.

"Kevik, how good of you to make it. Let's get the hell out of here. We haven't much time, I think they're on to me."

"Who's onto you?"

"Some very nasty people.". David Emery looked down at India, who was just getting on her feet. "You must be India Blue. The last of the Amazons and such.".

"Yeah, and you're the Devil, or something.". She shook her head, not really knowing what to call him.

"The Tasmanian Devil. Kind of. Anyway, we must hurry, I think someone followed me from Alice Springs ..."

"Sydney, Kevik?". She looked at her partner sternly.

"Okay, I was wrong. I'm getting old.". He shrugged his shoulders and smiled at her. Meanwhile, David Emery had walked into his estate and had come out with a McCauley Omnicom. He was also wearing a leather jacket with the ICC logo on its back.

"Let's get going people, I haven't got all day. How far is your cruiser, Kevik?"

"It's on the pad."

"Good, take the path, it's easier than the way you came."

"Path!? You mean to tell me that we could have saved my boots!". India wasn't trying to hide her anger.

"Ah yes, the path. It would have taken us down past the lake. Silly me. Next time we will take the path."

"What about my boots!". India shook her head, "Never mind.".

"I can take one of you on this.". Emery pointed to his space-cycle.

"Just what is that?", she inquired.

"That used to belong to a real bad dude, named Lobo. Scourge of the galaxy for several centuries. It's my hog now."

"Your what?"

"Nothing, India. I'm sorry. I'm David Emery.". He reached out to shake her hand.

"Yeah, we've met. Mars, last summer. The Dark Circle case."

"Oh yeah, that one. Well now, we mustn't tarry. Perhaps you should ride with me, Kevik will beat us to the cruiser anyway. He knows this land."

"Now, you remember where to meet in Sydney? That place where all of the cool people who aren't so cool gather."

"Yes, David. Or should I call you Mischief?"

"Whatever, old man."

Kevik and India boarded their shuttle craft, a crude, but effective Venturan model, whose heavy shielding made up for lack of speed. Kevik had picked it up a while back, on Nullport, before the Trommite Tragedy. Behind them, David Emery rode his "space-hog", and if one looked closely, they may have almost seen a triumphant look on his face.

"Do you think he gets bugs between his teeth?" India asked while looking into a rear video sensor.

"Quite possible. But I don't think he really cares."

Sydney was a busy spaceport, dealing primarily with vacationing travelers, overflow from Metropolis Spaceport, and black market traders. It was all at once a utopia and danger zone. The shuttle found itself in temporary docking, as its two passengers made their way to a selected meeting place with Emery. It was his idea to split, and meet up again. India rather liked the way he was so willing to play "cloak and dagger".

"David's quite the Starhaven Owl, isn't he?"

"And what do you mean by that, young India?"

"It's just he seems like such a go-getter. Up before anyone else. On assignment before anyone else. Getting into mischief and getting out before anyone else."

"He beat you at something, didn't he?". Kevik stopped and looked down at India.

"Well yes, one time, that time, on Mars. He was so good. I just wanted to be like him, to ..."

CRASH ... SHAKA ... BOOM!!!!

India and Kevik ran down a street filled with confidence men and traders, that led into a common area. Across this commons was the trendy diner where they were going to meet Emery. The front of McFarland's had been destroyed. Rubble covered the fronts of the diner's neighbors, as well as the walkway in front of it. Smoke began to rise from small fires burning in the wreckage. Emerging from this disaster area was a woman encased in a silver shell that seemed to flow like liquid. She had long, wiry, claw-like fingers, and one hand held what looked like David Emery's Omnicom. Her tightly braided hair fell well beyond her shoulders, and made a rattled sound, as razor line would. The only coverings she had were of a deep blue color, and a brown leather pouch around her waist.

The first thing that flashed through India's mind was that this explosion was caused by what seemed to be a swimsuit model (she had watched a televid show about them once on the History Channel) from hell. Bikini top, tight dancer's pants, and an evil bag. Quite the ensemble. "What should we do, Kevik?".

"We stand ground and wait for her next move.". Kevik was hunched over, as if ready to spring into action, or to merely monitor more closely, the proceedings at hand.

The silver-skinned woman turned back into the wreckage and whistled. At first there was no response, but shortly thereafter, came a low growl. Walking from out of what used to be McFarland's was a large creature, with what appeared to be David Emery thrown over his shoulder.

"I really don't like the looks of this, India. That is a Branx Warrior. Legend has it, that it was once one of the most ruthless killing machines in the Vegan system." While he said this, Kevik Mann reached into his pockets and pulled out two Giffen Series II Force Knuckles. While he was deeply metaphysical and didn't condone violence, he wasn't stupid when it came to a fight.

"Branx Warrior, hunh? Think we should do something?"

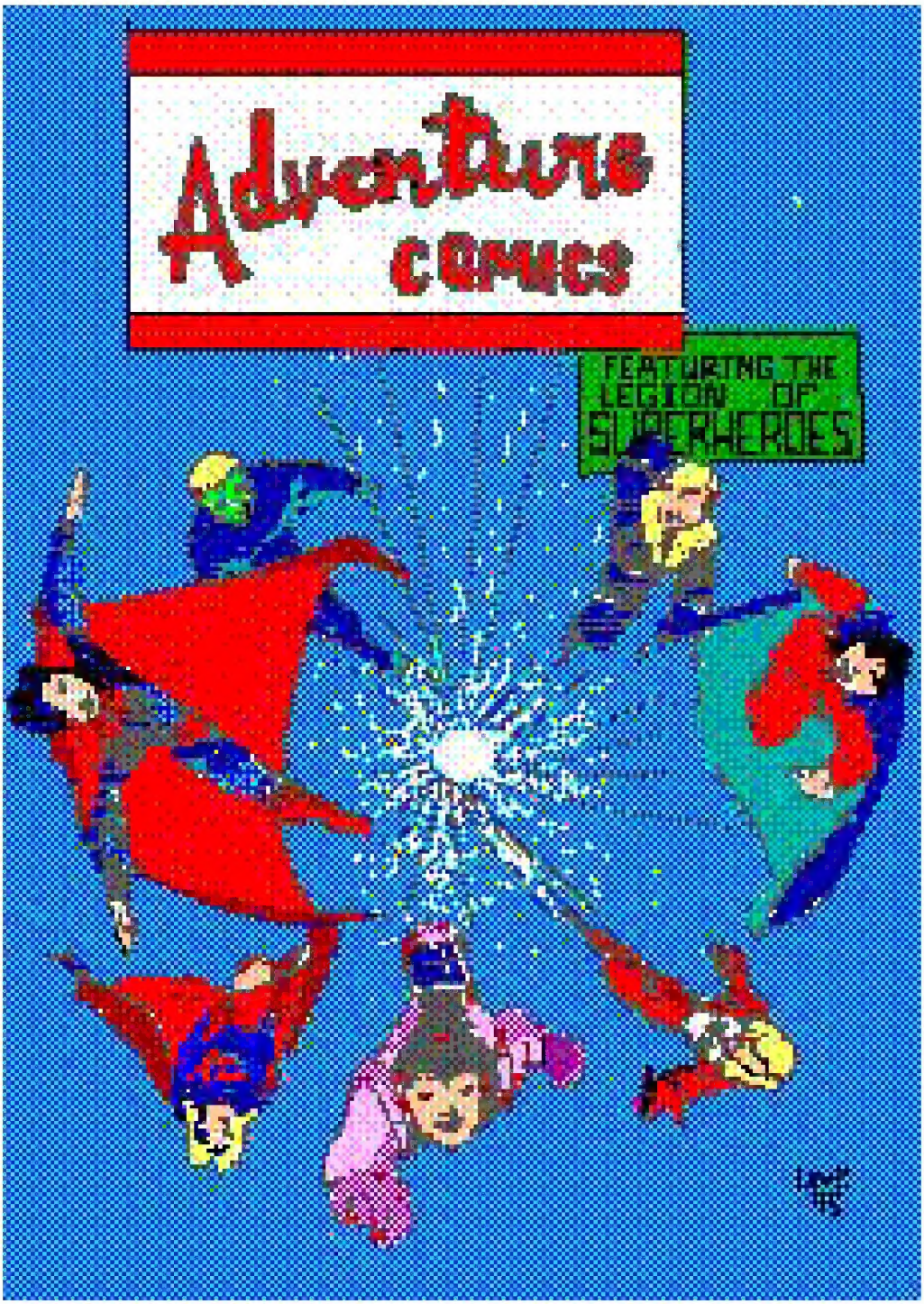
"Undoubtedly."

"They may not be Hermes' boots, but they work for me.". India rolled up her sleeves and revealed her Amazonian bracelets to Kevik. "Okay, let's get it on.".

To be continued ... (as if you didn't know).

Section IX - Art gallery:

The following is an original work of art by AOL member L KOW1



Section X - Letters page:

Welcome to the fourth issue of *Legion Outpost II*. This fanzine is FREE on the Internet and will be made available through the mail a few months from now for a minimal fee (to cover reproduction and postage). I hope you like it. By issue *#6* I will have exhausted the majority of my research so send me anything and everything you've got! This won't work without you!

Before I go on, I'd like to thank the following America Online members for all their help: Myke 4, JoanDW, Policywonk, and all those who supplied articles for this issue.

Every time I start a new issue of *Legion Outpost II* it seems unlikely that I'll ever be able to pull it all together. Circumstances beyond my control slipped this particular issue a month past my original publication deadline. Add to that the fact that I never know how many pages the checklist will take up until the very last minute. Unfortunately, when I completed this issue I was two pages over! Thankfully, I had two pages on the Legion of Super-Villains which I was able to cut. Next issue: the historical checklist continues! Also, I hope to include all those things I promised in past letters pages. Keep the faith! LLL.

A note to the readers regarding the checklist: (1) I was uncertain of the publishing order of some issues such as a few of the Invasion! crossovers and a trade paperback or two. I based most of the publication order on DC's *DIRECT CURRENTS* giveaway but did find errors within those pages. (2) As you can see from this issue's checklist, I have included magazines that deal not only with the Legion of Super-Heroes but also L.E.G.I.O.N.. Because of the importance of Invasion! to the formation of L.E.G.I.O.N., all tie-ins are included. Appearances by L.E.G.I.O.N. members such as Lobo, Lady Quark, and Captain Comet outside of their capacity as L.E.G.I.O.N. officers are not included. (3) I did my best to chronicle even the most obscure cameos including all appearances of the Legion-related alien races. Any and all corrections would be appreciated by not only me but all the readers as well.

I hope to publish a new issue every two or three months ... it all depends on you. I will also be updating each issue with corrections at regular intervals. The way to tell the latest revision will be by the version number.

This fanzine was originally written in Microsoft Word for Windows (PC) 6.0. Upon request, I will attempt to save the file in other formats, however I am uncertain whether all of the special features will convert properly.

Well, that's it for now! Please E-Mail all comments and ideas to me at outpost2@InfiniteEarths.org. See you next issue.